

**SINGLE-CHIP AUDIO CIRCUITS,
METHODS, AND SYSTEMS USING THE SAME**

BACKGROUND OF THE INVENTION

FIELD OF THE INVENTION

The present invention relates in general to digital data processing and in particular to single-chip audio circuits, methods, and systems using the same.

DESCRIPTION OF THE RELATED ART

The ability to process audio information has become increasingly important in the personal computer (PC) environment. Among other things, audio is important in many multimedia applications, such as gaming and telecommunications. Audio functionality is therefore typically available on most conventional PCs, either in the form of an add-on audio board or as a standard feature provided on the motherboard itself. In fact, PC users increasingly expect not only audio functionality but high quality sound capability.

The key components in most digital audio information processing systems convert input analog audio information into a digital format for processing, support sample rate conversion, SoundBlaster compatibility, wavetable synthesis, or DirectSound acceleration, convert outgoing signals from digital to analog format for eventual audible output to the user, and mix analog and/or digital data streams. In conventional systems, these functions must be provided through multiple chip solutions which make board design and fabrication more complex and expensive.

Thus, to meet the demands of increasingly sophisticated computer users, the need has arisen for newcircuits and methods for implementing single-chip audio systems and systems using the same. Among other things, such circuits and methods should provide for the implementation of systems for use with high quality sound systems and should support the latest sound processing standards and game designs.

SUMMARY OF THE INVENTION

A single chip audio system includes a bus interface, digital to analog converters, analog mixer, and analog spatial enhancement circuitry. Digital to analog converters convert digital audio data received through bus interface into analog signals. The Analog mixer mixes signals received from digital to analog converters with an analog signal received from an external source. Analog spatial enhancement circuitry enhances first and second mixed analog signals output from analog mixer.

The principles of the present invention substantially meet the demand of increasingly sophisticated computer users for audio subsystems which produce high quality sound. Additionally, the application of the principles of the present invention allows for the provision of such features as stereo full-duplex coding/decoding, CD differential input, mono microphone input, a headphone output, as well as digital connections to a companion audio controller, as desired.

BRIEF DESCRIPTION OF THE DRAWINGS

For a more complete understanding of the present invention, and the advantages thereof, reference is now

made to the following descriptions taken in conjunction with the accompanying drawings, in which:

FIGURE 1A is a diagram of an audio codec according to the principles of the present invention;

5 FIGURE 1B is a diagram of an information processing system employing the audio codec of FIGURE 1A;

FIGURE 2 is a diagram providing a general overview of the bus structure and principle registers of the codec in FIGURE 1A;

10 FIGURE 3 is a functional block diagram of the codec microcontroller core;

FIGURE 4 is a diagram of the microcontroller memory map;

15 FIGURE 5 is a diagram of the mapping of the program RAM space;

FIGURE 6 is a diagram of the microcontroller External RAM data definition;

FIGURE 7 is a diagram illustrating the timing of a Request/Grant handshake mechanism;

20 FIGURE 8 is a diagram of the bitfields of Port 3 Bit Definitions;

FIGURE 9 is a diagram providing an overview of the circuitry supporting a Plug & Play (PnP) interface to an external ISA bus;

25 FIGURE 10 is a diagram emphasizing the configuration/interface logic for a PnP compatible device;

FIGURE 10B is a diagram illustrating the typical functional elements of an LFSR device, including a series of storage/shift elements and logic;

30 FIGURE 10C is a diagram of the LSFR checksum circuitry;

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FIGURE 11 is a diagram illustrating Plug and Play operating states and corresponding commands;

FIGURE 12A is a diagram of the bitfields of the Plug & Play Address-Register at microcontroller Address 0x10;

5 FIGURE 12B is a diagram of the bitfields of the Plug & Play Write_Data_Port at microcontroller Address 0x11;

FIGURE 12C is a diagram of the bitfields of the Plug & Play Read_Data_Register at microcontroller Address 0x12;

10 FIGURE 12D is a diagram of the bitfields of the Plug & Play State Register at microcontroller Address 0x13;

FIGURE 12E is a diagram of the bitfields of the Plug & Play Control/Status register at microcontroller Address 0x14;

15 FIGURE 12F is a diagram of the bitfields of the Sound System Base Address Low at microcontroller Address 0x15;

FIGURE 12G is a diagram of the bitfields of the Sound System Base Address High register at
20 microcontroller Address 0x16;

FIGURE 12H is a diagram of the bitfields of the Control Base Address Low register at microcontroller Address 0x17;

25 FIGURE 12I is a diagram of the bitfields of the Control Base Address High register at microcontroller Address 0x18;

FIGURE 12J is a diagram of the bitfields of the Sound Blaster Base Address Low register at
microcontroller Address 0x19;

30 FIGURE 12K is a diagram of the bitfields of the Sound Blaster Base Address High register at microcontroller Address 0x1A;

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FIGURE 12M is a diagram of the bitfields of the
5 Synthesizer Base Address High register at microcontroller
Address 0x1C;

10 FIGURE 120 is a diagram of the bitfields of the
MPU-401 Base Address High register at microcontroller
Address 0x1E;

FIGURE 12Q is a diagram of the bitfields of the Game Port Base Address High register at microcontroller Address 0x20:

FIGURE 12S is a diagram of the bitfields of the CDROM Base Address High register at microcontroller Address 0x22;

FIGURE 12U is a diagram of the bitfields of the
Sound Blaster Interrupt Select register at
30 microcontroller Address 0x24;

FIGURE 12W is a diagram of the bitfields of the
5 MPU-401 Interrupt Select register at microcontroller
Address 0x26;

FIGURE 12Y is a diagram of the bitfields of the Control Interrupt Select register at microcontroller Address 0x28:

15 FIGURE 14A is a diagram of the bitfields of the
Sound Blaster DMA Channel Select registers at
microcontroller address 0x29;

FIGURE 14C is a diagram of the bitfields of the Sound System Capture DMA Channel Select register at microcontroller address 0x2;

FIGURE 15A is a diagram of the bitfields of the Alternate CDROM Base Address Low register at microcontroller Address 0x2D:

30 FIGURE 15B is a diagram of the bitfields of the
Alternate CDROM Base Address High registers at
microcontroller Address 0x2E:

FIGURE 15C is a diagram of the bitfields of the Physical Device Activation Register at microcontroller Address 0x2F;

5 FIGURE 15D is a diagram of the bitfields of the Modem Base Address Low register at microcontroller Address 0x30;

10 FIGURE 15E is a diagram of the bitfields of the Modem Base Address High register at microcontroller Address 0x30;

15 FIGURE 15F is a diagram of the bitfields of the Alternate CDROM Mask Register at microcontroller Address 0x32;

20 FIGURE 15G is a diagram of the bitfields of the Modem Mask Register at microcontroller Address 0x33;

25 FIGURE 15H is a diagram of the bitfields of the Miscellaneous Control Bits register at microcontroller Address 0x34;

30 FIGURE 15I is a diagram of the bitfields of the Modem Interrupt Select register at microcontroller Address 0x35;

35 FIGURE 15J is a diagram of the bitfields of the Physical Device Activity Register at microcontroller address = 0x36;

40 FIGURE 16 is a diagram of the bitfields of the Wavetable and Serial Control Register at microcontroller address 0x40;

45 FIGURE 17 is a diagram of the bitfields of the reserved register at address 0x41;

50 FIGURE 18 is a diagram of the bitfields of the Port 3 Shadow Register at microcontroller address 0x42;

55 FIGURE 19 is a diagram emphasizing the circuitry of the EEPROM interface;

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FIGURE 20 is a diagram which depicts a flow chart of a detect/load EEPROM sequence;

FIGURE 21A is a diagram which depicts the fields of address mask register/alternate CDROM base address register (Byte 4) ;

FIGURE 21B is a diagram which depicts the bitfields of Address Mask Register Modem (Byte 5);

FIGURE 21C is a diagram which depicts the Miscellaneous Configuration Bits, (Byte 6);

FIGURE 21D is a diagram which defines the bitfields of the Misc Configuration Bits, (Byte 7);

FIGURE 21E is a diagram which depicts the Global Configuration, (Byte 8) and is copied to 0x4003 on powerup;

FIGURE 22A is a diagram which illustrates the timing relationship between the clock and data;

FIGURE 22B is a diagram which depicts an EEPROM device read access;

FIGURE 23 is a diagram of the Plug and Play interface;

FIGURE 24A is a diagram of the bitfields of ISA DATA READ/ MIXER LATCH register at microcontroller address 0x00;

FIGURE 24B is a diagram of the bitfields of the Sound Blaster Data Latch register at microcontroller address 0x01;

FIGURE 24C is a diagram of the bitfields of the MPU-401 Receive Data Latch at microcontroller address 0x02;

FIGURE 24D is a diagram of the bitfields of the STATUS REGISTER at microcontroller Address 0x03;

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FIGURE 24E is a diagram of the Reserved Registers at microcontroller Addresses 0x04 through 0x07;

FIGURE 24F is a diagram of the bitfields of the Reset Sound Blaster Busy 2 at microcontroller Address 0x08;

FIGURE 24G is a diagram of the bitfields of the Reset Sound Blaster Busy 2 register at microcontroller address 0x00;

FIGURE 24I is a diagram of the bitfields of the Sound Blaster ADPCM Data Latch at microcontroller Address 0xC;

FIGURE 24J is a diagram of the bitfields of Set Sound Blaster Busy 1 at microcontroller Address MD;

FIGURE 24K is a diagram of the bitfields of the Sound Blaster DMA Request Register at microcontroller Address ME which is in response to a write of a DMA command to the Sound Blaster Command Register;

FIGURE 24L is a diagram of the bitfields of the Sound Blaster Interrupt Request Register at microcontroller Address 0x0F;

FIGURE 25A is a diagram of the bitfields of the Miscellaneous Control Register (at control base +0);

FIGURE 25B is a diagram of the bitfields of the Hardware Control Register;

FIGURE 25C is a diagram of the bitfields of the Power Down Control Register;

FIGURE 25D is a diagram of the bitfields of the bitfields of the Control Address/Index Register;

FIGURE 25E is a diagram of the bitfields of the Control Data Register;

FIGURE 25F is a diagram of the bitfields of the Command Register;

FIGURE 25G is a diagram of the bitfields of the
Program RAM Access End Register;

FIGURE 25H is a diagram of the bitfields of the
Status Register;

5 FIGURE 25I is a diagram of the bitfields of the
Miscellaneous Control register;

FIGURE 25J is a diagram of the bitfields of the
Version/ID at Control Index register;

10 FIGURE 25K is a diagram of the bitfields of the SRS
Control Register;

FIGURE 25L is a diagram of the bitfields of 3D Sound
Control Register;

FIGURE 25M is a diagram of the bitfields of the
S/PDIF Control Register;

15 FIGURE 25N is a diagram of the bitfields of the
S/PDIF Channel Status Data register;

FIGURE 25O is a diagram of the bitfields of the
S/PDIF Channel Status Data register 1;

20 FIGURE 25P is a diagram of the bitfields of the FAB
Port ID register;

FIGURE 25Q is a diagram of the bitfields of the
Wavetable and Serial Port register;

FIGURE 25R is a diagram of the bitfields of the Left
Output Master Volume register;

25 FIGURE 25S is a diagram of the bitfields of the
Right Output Master Volume;

FIGURE 26 is a diagram emphasizing the Codec
Interface;

30 FIGURE 27A is a diagram of the bitfields Index
Address Register;

FIGURE 27B is a diagram of the bitfields of Indexed
Data Register;

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FIGURE 27C is a diagram of the bitfields of Status Register;

FIGURE 27D is a diagram of the bitfields of Capture I/O Data Register;

5 FIGURE 27E is a diagram of the bitfields of Playback I/O Data Register;

FIGURE 27F is a diagram of the bitfields of Left ADC Input Control Register;

10 FIGURE 27G is a diagram of the bitfields of Right ADC Input Control register;

FIGURE 27H is a diagram of the bitfields of Left Auxiliary #1 Input Control Register;

15 FIGURE 27I is a diagram of the bitfields of Right Auxiliary #1 Input Control Register;

FIGURE 27J is a diagram of the bitfields of Left Auxiliary #2 Input Control Register;

FIGURE 27K is a diagram of the bitfields of the Right Auxiliary #2 Input Control Register;

20 FIGURE 27L is a diagram of the bitfields of Left DAC Output Control Register;

FIGURE 27M is a diagram of the bitfields of Right DAC Output Control Register;

FIGURE 27N is a diagram of the bitfields of FS and Playback Data Format Register;

25 FIGURE 27O is a diagram of the bitfields of Interface Configuration Register;

FIGURE 27P is a diagram of the bitfields of the Pin Control Register;

30 FIGURE 27Q is a diagram of the bitfields of the Error Status and Initialization Register;

FIGURE 27R is a diagram of the bitfields of ODE and ID Register;

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FIGURE 27S is a diagram of the bitfields of Loopback Control Register;

FIGURE 27T is a diagram of the bitfields of Playback Upper Base Register;

5 FIGURE 27U is a diagram of the bitfields of Playback Lower Base Register;

FIGURE 27V is a diagram of the bitfields of Alternate Feature Enable I Register;

10 FIGURE 27W is a diagram of the bitfields of Alternate Feature Enable II Register;

FIGURE 27X is a diagram of the bitfields of Left Line Input Control Register;

FIGURE 27Y is a diagram of the bitfields of Right Line Input Control Register;

15 FIGURE 27Z is a diagram of the bitfields of Timer Lower Base Register;

FIGURE 27AA is a diagram of the bitfields of Timer Upper Base Register;

20 FIGURE 27AB is a diagram of the bitfields of Alternate Sample Frequency Select Register;

FIGURE 27AC is a diagram of the bitfields of Alternate Feature Enable III Register;

FIGURE 27AD is a diagram of the bitfields of Alternate Feature Status Register;

25 FIGURE 27AE is a diagram of the bitfields of Mono Input and Output Control Register;

FIGURE 27AF is a diagram of the bitfields of Left Output Attenuation Register;

30 FIGURE 27AG is a diagram of the bitfields of Capture Data Format Register;

FIGURE 27AH is a diagram of the bitfields of the Right Output Attenuation Register;

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FIGURE 27AI is a diagram of the bitfields of Capture Upper Base Register;

FIGURE 27AJ is a diagram of the bitfields of the Capture Lower Base Register;

5 FIGURE 27AK is a diagram of the bitfields of the Left Alternate FM Input Control Register;

FIGURE 27AL is a diagram of the bitfields of the Right Alternate FM Input Control Register;

10 FIGURE 27AM is a diagram of the bitfields of the Left Mic Input Control Register;

FIGURE 27AN is a diagram of the bitfields of the Right Mic Input Control Register;

FIGURE 27AO is a diagram of the bitfields of Control Register;

15 FIGURE 27AP is a diagram of the bitfields of Control Register;

FIGURE 27AQ is a diagram of the bitfields of the Left FM Volume Control Register;

20 FIGURE 27AR is a diagram of the bitfields of Right FM Volume Control Register;

FIGURE 27AS is a diagram of the bitfields of Left DSP Serial Port Volume Control Register;

FIGURE 27AT is a diagram of the bitfields of Right DSP Serial Port Volume Control Register;

25 FIGURE 27AU is a diagram of the bitfields of Right Digital Loopback Volume Control Register;

FIGURE 27AV is a diagram of the bitfields of DAC, SRC Control Register;

30 FIGURE 27AW is a diagram of the bitfields of Capture Sample Rate Control Register;

FIGURE 27AX is a diagram of the bitfields of Playback Sample Rate Control Register;

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FIGURE 27AY is a diagram of the bitfields of Left PCM Audio Volume Control Register;

FIGURE 27AZ is a diagram of the bitfields of the Right PCM Audio Volume Control Register;

5 FIGURE 27BA is a diagram of the bitfields of the Left Wavetable Volume Control Register;

FIGURE 27BB is a diagram of the bitfields of Right Volume Control Register;

10 FIGURE 28 is a diagram illustrating the timing of context switch mechanism;

FIGURE 29 is a diagram of the External Peripheral Port;

15 FIGURES 30A and 30B are diagrams illustrating exemplary read/write operations through the external peripheral port;

FIGURE 31 illustrates the synthesizer and CDROM interface;

FIGURE 32 emphasizes the clocking scheme for the device;

20 FIGURE 33 is a diagram of the Game Port which provides an interface to a standard personal computer type Joystick;

FIGURE 34 is a diagram illustrating the speed control variation;

25 FIGURE 35 is a timing diagram illustrating the Joystick port timing;

FIGURE 36A is a diagram of the Joystick control circuitry;

30 FIGURE 36B is a diagram of the Joystick Digital Assist circuitry;

FIGURE 37A is a diagram of the bitfields of the Digital Assist Control/Status Register;

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FIGURE 45 is a more detailed diagram of the FM synthesis block 124;

FIGURE 46A is a diagram of the bitfields of the Status Register;

FIGURE 46B is a diagram of the bitfields of the Test Register;

5 FIGURE 46C is a diagram of the bitfields of the Timer #1 Register;

FIGURE 46D is a diagram of the bitfields of the Timer #2 Register;

10 FIGURE 46E is a diagram of the bitfields of the Timer #1,#2 Control Register;

FIGURE 46F is a diagram of the bitfields of the 4-Operator Mode Register;

FIGURE 46G is a diagram of the bitfields of the Expansion Register;

15 FIGURE 46H is a diagram of the bitfields of the Keyboard Split Register;

FIGURE 46I is a diagram of the bitfields of the Power Management Register;

20 FIGURES 46J is a diagram of the bitfields of the Tremolo Effect Register;

FIGURES 46K is a diagram of the bitfields of the Vibrato Effect Register;

FIGURE 46L is a diagram of the bitfields of the Non-percussive/Percussive Sound Register;

25 FIGURE 46M is a diagram of the bitfields of the Rate Key Scale Register;

FIGURE 46N is a diagram of the bitfields of the Frequency Multiplier Register;

30 FIGURE 46O is a diagram of the bitfields of the Total Level Register;

FIGURE 46P is a diagram of the bitfields of the Level Key Scale Register;

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FIGURE 46Q is a diagram of the bitfields of the
Attack Rate

FIGURE 46R is a diagram of the bitfields of the
Decay Rate Register;

5 FIGURE 46S is a diagram of the bitfields of the
Release Rate Register;

FIGURE 46T is a diagram of the bitfields of the
Sustain Level Register;

10 FIGURES 46U is a diagram of the bitfields of the
F-Number Register;

FIGURE 46V is a diagram of the bitfields of the
Block;

FIGURE 46W is a diagram of the bitfields of the Key
On;

15 FIGURE 46X is a diagram of the bitfields of the
Rhythm;

FIGURE 46Y is a diagram of the bitfields of the
Rhythm Instrument Selection;

20 FIGURE 46Z is a diagram of the bitfields of the
Algorithm Selection;

FIGURES 46AA are a diagram of the bitfields of the
Feedback Modulation;

FIGURE 46AB is a diagram of the bitfields of the
Output Channel Selection;

25 FIGURE 46AC is a diagram of the bitfields of the
Register Settings;

FIGURE 47 is a diagram representing the
implementation of two audio processing algorithms;

30 FIGURE 48 is a diagram representing the
implementation of the algorithms in the four operator
audio processing mode;

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FIGURE 49 is a functional block diagram of the stereo processor portion a selected DSP;

FIGURE 50A is a diagram of the zero cross volume control circuitry;

5 FIGURE 50B is a diagram showing further detail of the zero cross volume control circuitry of FIGURE 50A;

FIGURE 51 is a diagram of the hysteresis circuitry for power-on of the VCO;

10 FIGURE 52A is a diagram of the bitfields of the SRS Control Register;

FIGURE 52B is a diagram of the bitfields of the 3D Sound Control at Control Index Register;

FIGURE 53 is a diagram depicting the operation of the serial port during Mode 1;

15 FIGURE 54 is a diagram depicting the operation of the serial port during Mode 2;

FIGURE 55 is a diagram depicting the operation of the serial port during Mode 3;

20 FIGURE 56 is a diagram depicting the operation of the serial port during Mode 4;

FIGURE 57 is a diagram illustrating a typical block/frame for S/PDIF data;

FIGURE 58 is a diagram of the typical serial subframe;

25 FIGURE 59 is a diagram of the coupling between the Codec and a wavetable synthesizer;

FIGURE 60 is a diagram of the timing of the exchange of data between the codec and the wavetable synthesizer;

FIGURE 61 is a test bit chart describing this mode;

30 FIGURE 62 is a diagram of microcontroller memory map in Test Mode;

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FIGURE 63 is a diagram of the pinout of the codec device;

FIGURE 64A is a diagram of the external microphone circuit;

5 FIGURE 64B is a diagram of an example of a phantom power microphone circuit;

FIGURE 65 is a diagram of a circuit that may be used to drive the Line Out and Headphones;

10 FIGURE 66 is a diagram of an alternate mixer section 6400;

FIGURE 67A is a diagram of the control register holding the Version and ID bits in an alternate embodiment;

15 FIGURE 68 is a diagram of the bitfields of the FAB Port ID Register in alternate embodiments;

FIGURE 69A is a diagram of the bitfields of the Command Register in alternate embodiments;

FIGURE 69B is a diagram of the bitfields of the Program RAM Access End Register in alternate embodiments;

20 FIGURE 70 is a diagram of the PnP status register configuration when Crystal Key 2 is employed;

FIGURE 71A is a diagram of the bitfields of the Miscellaneous Control Register in alternate embodiments;

25 FIGURE 71B is a diagram of the bitfields of the Power Down Control Register 1 in alternate embodiments;

FIGURE 71C is a diagram of the bitfields of Power Down Control Register 2 in alternate embodiments;

FIGURE 72 is a diagram defining the register location for the watchdog timer status bit;

30 FIGURE 73 is a diagram of the bitfields of the interrupt select register;

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FIGURE 74 is a diagram of the modem mask register in alternate embodiments;

FIGURE 75A is a diagram of the analog stereo expansion circuitry in alternate embodiments;

5 FIGURE 75B is a diagram illustrating the frequency response of the analog expansion circuitry of FIGURE 75A;

FIGURES 75C and 75D are diagrams of the 3D Sound/Serial Interface Control and 3D Sound Control register, respectively;

10 FIGURE 76 is a diagram representing the serial interface connection of an accelerator/ ZVPORT with an alternate embodiment of the codec;

15 FIGURE 77 shows the connection of wavetable synthesizer 134 with the alternate embodiment of the codec;

FIGURE 78 is a diagram of the timing for the Internal SCLK Mode, where 16-Bit Data is shown;

FIGURES 79A and 79B are diagrams of the I²S data format;

20 FIGURE 80 is a diagram illustrating the ZV Port Audio Interface timing;

FIGURE 81 is a diagram emphasizing one digital audio path for the alternate embodiments;

25 FIGURE 82 depicts the bitfields of the 3D Sound/Serial Interface Control Register;

FIGURES 83 and 84 are diagrams showing Codec registers I17 and I23 in the alternate embodiments;

30 FIGURE 85 is a diagram of the modified codec register I26 in an alternative embodiment in which the mono support logic has been eliminated;

FIGURE 86 is a diagram of a modified control register C18;

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FIGURE 87 is a diagram depicting miscellaneous control bits in alternate embodiments;

FIGURE 88 is a diagram of the Global Status Register in alternate embodiments;

5 FIGURE 89 is a diagram of the bitfields of the Global Configuration EEPROM Byte 2; and

FIGURE 90 is a diagram of the bitfields of the DMA SP,iRQ EEPROM Byte.

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DESCRIPTION OF THE PREFERRED EMBODIMENTS

The principles of the present invention and their advantages are best understood by referring to the illustrated embodiment depicted in FIGURES 1-90 of the drawings, in which like numbers designate like parts. Unless otherwise noted, hexadecimal notation is indicated by 0x???? or ?????. Byte ordering of words is - high byte, low byte.

FIGURE 1A is a functional block diagram of an audio codec 100 according to the principles of the present invention.

The input and output of data and control signals between codec 100 and an external ISA bus is effectuated through an I/O bus interface 101. Configuration and control block within I/O bus interface 101 allows a host, via the ISA bus, to configure codec 100 for selected operating modes, and in particular those required by the Plug and Play standard. Additionally, interface 101 allows a host on the ISA bus to set-up I/O base addressing to codec 100, define the codec 100 to ISA bus interrupt mapping, and define the DMA channel mapping for the codec 100 memory space.

Along with a microcontroller 103, bus interface supports Plug & Play 1.0 as specified by Microsoft and Intel. In particular, Plug & Play is supported generally by the circuitry shown at 106. Circuitry 106 includes configuration and control block 102 discussed above, specific logic circuitry required for the interface 107, including the codec register interface 107 and decoder 108. Circuitry 107 and 108 allow the host to configure codec operations such as the input and output mixing functions.

Microcontroller 103, which includes an Intel™ 8052 core, 10 kBytes of ROM and 1 KBYTE of RAM, also supports the Sound Blaster and MPU-401 standards. MPU-401 standard data interfaces with microcontroller 103 through dedicated interface 104 and port MIDI. For example, data may be exchanged between port MIDI and microcontroller 103 using the 8052 UART standard protocol. Interface 104 also includes logic circuitry required for hardware handshaking of data to and from microcontroller 103 and the ISA bus.

Joystick logic block 105 includes a timer-like interface to the joystick port. External Peripheral EPROM block 109 provides general purpose 8-bit data path control for interfacing to external devices such as a CDROM, modem, or synthesizer chip utilizing /XIOW, /XIOR, <7:0>, XA <2:0> +/BRESET ports.

The codec portion of codec 100 includes digital to analog converters which convert to analog form, digital data such as serial audio data received through the SERIAL PORT, parallel sound data received through data port SD<7:0> to interface 101, or synthesizer data generated on chip by an FM synthesizer (discussed below).

The Codec functionality is based on D/A converters 110 and A/D converters 111 utilizing switch-capacitor filters and delta sigma modulators, respectively. The sampling frequency at which the A/D and D/A converters (111 and 110) operate is fixed at 44.1 kHz. The delta-sigma modulator for the A/D conversion is implemented with a third order algorithm. The filter for the D/A conversions is a second order switched capacitor filter, with 128 FS over sampling.

Prior to digital to analog conversion by DACs 118, Sample Rate Converters 112 convert the digital interface sampling rate of the data received from the ISA bus (normally 5.51 kHz to 50.4 kHz) to 44.1 kHz at the inputs to D/A converters 110.

Similarly, analog data from the mixer function, also described below, undergo reverse sample rate conversion. Sample Rate Converters 113 convert the output sampling rate from A/D converters 111 from 44.1 kHz and between 5.51 kHz to 50.4 kHz for output to the ISA bus. Only one 16.9344 MHz clock is needed with this Sample Rate Conversion scheme. Independent sample rates for the A/D and D/A converters is also supported.

The Mixer functionality is implemented with 6-channel INPUT Mixers 114a and 114b and 6-channel OUTPUT Mixers 115a and 115b. The input mixers allow data output from DACs 110 to be mixed with direct audio data, from the left and right input lines LLINE and RLINE, the left and right auxillary lines (LAUX1, RAUX1, LAUX2, RAUX2) and the microphone inputs (LMIC, RMIC) the mixed signal eventually re-converted for delivery to the IS A bus. The output data mixing function allows for selective mixing of the data output from DACs 110 with analog sound data received directly from the line in left and right (LLINE, RLINE) inputs, the auxiliary lines (LAUX1, RAUX1 and LAUX2, RAUX2) or the microphone line (MIC). Output from the output mixer function is output directly through left, right and middle lines out (LOUT, ROUT, MOUT). The AUX2 port input port, which is typically used for CD-ROM, features a differential input (VEM) to eliminate ground loop noise. The Microphone stereo inputs can also be configured as mono differential inputs.

An FM Synthesis Engine 124 is also provided. The digital output of FM Synthesis Engine 124 is converted to analog by the Codec function, described above.

Joystick logic block 105 implements a standard
5 interface to two joysticks. The second joystick pins are dual function in that the pins may be switched over to support Serial Port Interface 117. Special Digital Assist hardware has also been included to eliminate the need for the Host to poll the joystick data.

Audio Codec 100 incorporates DSP engine 118 to
10 implement the industry standard SRS "3D" and QSound "3D" Stereo audio algorithms.

As will be discussed further below, data is input to and output from the mixing function through
15 [f]First-In-First-Out registers (queue) 121. Linear processing Circuitry 120 allows for standard μ law, A-law and ADPCM linear processing on both data being input to DACs 110 data and output from A to D converters 111.

Synthesis interface 123 allows codec 100 to
20 interface with an external conventional wavetable synthesizer. Sound Blaster (SB) and Windows Sound System (WSS) registers are generally shown at 127, all of which discussed more fully below. Generally, these registers allow the host to set-up for industry sound protocols
25 such as Sound Blaster and Microsoft Windows Sound System.

S/PDIF circuitry 119 supports digital data output from Serial Port formatted to the Sony Phillips Digital Interface Format. S/PDIF data can be input directly for transfer to the IS A bus, via sample rate converters 113
30 or sent to the mixer functions through DACs 110, through serial port 117 discussed above.

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FIGURE 1B is a diagram of one of a number of possible system applications for codec 100. In this case an audio accelerator 125, such as a Crystal Semiconductor CS461x audio accelerator, receives and accelerates audio from a PCI bus 126. Accelerator 125 also provides in this example a direct interface to Codec 100 for SPDIF and/or I²S formatted audio data. Accelerator 125 exchanges data with codec 100 through a Legacy link 127. The accelerator interface of codec 100 will be discussed in detail below.

Codec 100 receives data, such as Plug & Play ("PnP") audio data, directly from an ISA bus 130. This data, as well as any internally generated FM synthesizer data, are passed on to the analog mixing and codec functions of codec 100. These functions also directly interface with such external devices as a joystick, MIDI source, CD player, microphone or external speakers. As discussed below, codec 100 also has provisions for interfacing with an external wavetable synthesizer.

FIGURE 2 is a diagram providing a general overview of the bus structure and principle registers of Codec 100. Codec 100 is based upon three buses: bus 201 (the E_BUS); bus 202 (the I_BUS); and bus 203.

In FIGURE 2, the codec functionality is generally shown at 204. Codec 204 is associated with Codec registers 205. Microcontroller 103 is associated with microprocessor written registers 206, which also store miscellaneous status bits. Registers 207 are the IS A bus written registers and also store miscellaneous status bits.

The control base registers C0-C7 and three indirect registers are shown generally at 208. Generally shown at

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209 are the C8 control base register and digital joystick registers.

FIGURE 3 is a functional block diagram of microcontroller core 103. Microcontroller core 103 is based on an Intel™ 8052 microcontroller. Core 103 is used in conjunction with 10 KBytes of external ROM 301 and 1 KBytes of external RAM 302.

The timing bases from which microcontroller 103 operates are established from external clocks by clock generation circuitry 303 and timing and control circuitry 304. Interrupts are timed by interrupt serial port timers within NSFR registers/ timers 305.

SFR/ timers 305 also support two 8-bit I/O ports SFRAB and SFRDB.

In addition to the external memory, microcontroller 103 also includes two 56-bytes of random access memory (RAM) 306.

The instruction control and processing portion of core 103 includes instruction register 307, DPT register 308, program counter 309, program counter incrementor 310, buffer 311, program address register 312, stack pointer 313 and B register 314.

The data processing portion of core 103 includes an accumulator 315, temporary storage registers 316a and 316b, and ALU 317 and PSW circuitry 318.

I/O interface 319 allows process microcontroller 103 to communicate with IS A interface 101, external ROM 301 and external RAM 302.

Core 103 operates on a 2-phase non-overlap clock with an effective clock rate of 33.8688 MHz (2 x 16.9344 MHz) or 32.768 MHz (2 x 24.576/1.5). The core 103 and codec functions are synchronized to minimize noise

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generation. The clock is generated by clock generation circuitry 303 from either the 16.9344 MHz or the 24.567 MHz crystal depending on the currently defined sample rate (oscillator 120, FIGURE 1). In order to minimize
5 clock switching disturbances, the microcontroller clock is set equal to the 16.9344 MHz crystal frequency or the 24.576 MHz crystal frequency divided by 1.5 (16.384 MHz).

Clock generator circuitry 303 and timing and control circuitry also provide a second timer ("Timer2") for MIDI
10 baud rate generation. The MIDI baud rate is defined as 31.25 kHz +/- 1%. Hence, the frequency variation of the microprocessor clock, as different crystals are selected, violates the MIDI baud rate specification. Therefore the 16.9344 MHz crystal is always used as the clock input to
15 Timer 2. This requires that the 16.9344 MHz crystal always be running when MIDI is in use and that the Timer 2 clock be input on the external timer input pin (EXTCLK2). Because microcontroller 103 samples the timer 2 clock input with a clock that is 1/12 of the processor
20 clock, the 16.9344 MHz crystal is divided by 17 and fed to the timer 2 input. Timer 2 is then used to perform a divide by 32 to obtain the proper MIDI baud rate of 16.9344 MHz/(32* 17)=31129 kHz, which is within the +/- 1% specification.

25 FIGURE 4 is a diagram of the microcontroller 103 memory map. As shown in FIGURE 4, microcontroller 103 includes three separate memory spaces as follows: ROM, Internal RAM, and External RAM.

30 10 KBytes of the microcontroller 103 64 KByte ROM space (at addresses 0000H to 27 FFH) are used to store the program code for microcontroller 103. After power-on

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reset, microcontroller 103 will start executing instructions from location 0000H.

A PnP (Plug and Play) Serial ID is reported to a host processor during a PnP ISOLATION operation, discussed below, and is dependent on the following: Whether a Host Load with PNP_UPDATE command has occurred or an EEPROM is present at Port 109, the resource data sent via a Host Load ("host shoot") or EEPROM, or the value seen in register I25 by Codec 100. A default PnP Serial ID in ROM 301 identifies, among other things, the vendor part number, vendor ROM ID number, program code version and ROM resident LSFR.

A default ROM image of PnP data including the default PnP serial ID is copied from ROM 301 to RAM 302 at powerup, before an external EEPROM coupled to port 109 is detected. The image in RAM 302 is used as the operating program code. If no EEPROM is present on port 109 and no host resource shoot has been performed, the PnP resource data that was copied from ROM to RAM is used. Specifically, the PnP serial ID copied from ROM is used if no EEPROM is present or no host resource shoot has taken place.

The Default ROM PnP Image is defined in TABLE 1:

TABLE 1

ADDRESSES					CODE DEFINITION
000H					Address Mask - CDROM
003H					Address Mask - Modem
080H					Misc Config bits
000H					Codec 100 Config bits

5	00BH					Codec 100 Family byte
	020H					Reserved
	004H					Reserved
	008H					Reserved
	010H					Reserved
	080H					Reserved
	000H					Reserved
	000H					Reserved
10	048H					00=4/ 08=8 Peripheral port size, XCTL0/XA2 LINE, AUX1, AUX2 mapping - RESERVED
	075H					IRQ selection A & B - B- 7, A=5
	0B9H					IRQ selection C & 0 - D-11, C=9
	0FCH					IRQ selection E & F - F-15, E=12
15	010H					DMA selection A & B - B- 1, A=0
	003H					DMA selection C - C=3
	00EH	063H	042H			ROM CRY ID:
	036H	0FFH	0FFH	0FFH	0FFH	ROM RES ID:
20	0A9H					ROM RES LSFR:
	00AH	010H	003H			PnP version X, Vendor version Y
	082H	00EH	000H			Vendor Name Codec
						ID ANSI ID

If an EEPROM is detected, the EEPROM resource data is copied over the default ROM image in RAM. Firmware then examines the EEPROM serial ID (in RAM) for the 0x0E, 0x63 Vendor EISA ID in the first two serial ID bytes. If these two bytes are not found, the RAM serial ID remains the same as the EEPROM serial ID.

If the first two bytes of EEPROM serial ID are 0x0E, 0x63, then the contents of register I25, are used to determine the 'Vendor Part ID' portion of the PnP serial ID.

5 For a host resource shoot followed by a 0x0E PNP_UPDATE command, the serial ID is examined for a 0x0E, 0x63 in the first two bytes. As in the EEPROM case, if these two byte are, not found, the RAM serial ID (host shoot) remains unchanged.

10 If the first two bytes of the host shoot serial ID are 0x0E, 0x63, then the contents of register I25 are used to determine the 'Vendor Part ID' portion of the PnP serial ID. The serial ID is examined and changed if necessary during the PNP-UPDATE command.

15 If the firmware causes an update the PnP Serial ID based on the criterion above, Register I25 will be read and the table scanned for a matching value in the lower five bits. If no match is found, no change will be made. If a match is found, the Vendor Part ID will be replaced
20 with the table value, the OEM ID and serial number are preserved and a new LSFR checksum is calculated.

To facilitate segregation of EEPROM based code shoots among the various past and future pin compatible devices, a 'Family Byte' has been created/defined. If
25 the EEPROM supplied Family Byte does not match the ROM expected value, the EEPROM firmware RAM patch will be ignored. The resource data, however, will be loaded normally. This byte allows the firmware to ignore patch code intended for a different release when the EEPROM has
30 not been updated.

EEPROM Hardware configuration byte 9, RAM location 0x4004, is used by the firmware to match EEPROM code

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shoots to ROM firmware releases. This byte is compared to a stored ROM value for a given ROM release. If the bytes do not match, the EEPROM image load is terminated by the firmware at 0x417F, after the resource data (0x417F is the top of resource data and 0x4190 is the beginning of the firmware RAM patch table).

Support for a Digitally Assisted Joystick is included in the firmware. This feature will be discussed further below with regards to the detailed description of the Game Port. A set of commands is issued by the Host initiates actions to be taken by the microcontroller 103. The Host port is through joystick base + 7, but the ROM firmware will mirror this port at joystick base + 6.

Codec 100 includes a set of defined pins (Up, Down, Mute) which may be used with external switches to control the overall audio level driven out the line outputs. Microcontroller 103 is used in conjunction with Master Volume control registers I27A and I29A 205 to effectuate the desired audio level set by the external switches. The Master Volume Control provides a dynamic Range of +12dB to -36dB. The Master Volume Control will be discussed in detail in conjunction with the Codec Interface.

The Features Byte/REVISION Byte at 0x41BF indicates major feature sets of the embedded microcode. Each bit in this byte represents a feature or feature set. This byte is written 0x22 on powerup. This byte definition changes definition with each chip family.

The Firmware Revision Number Byte indicates the current revision of the embedded microcode patch.

FIGURE 5 is a more detailed diagram of the mapping of the program RAM spacing within RAM 302. In view of

FIGURE 5, the program RAM of Codec 100 can now be discussed in detail.

In addition to the ROM memory 301, 1.5 KBytes of Program RAM 302 are included for microcontroller code changes and as a storage area for Plug and Play configuration data. Because microcontroller 103 instructions may only be executed from ROM addressable memory (read only), the Program RAM is mapped into the microcontroller 103 ROM 301 address space. In order to allow the Program RAM to be written via microcontroller 103, the Program RAM is directly mapped into the microcontroller 103 external RAM memory space. In this way the Program RAM may be accessed (read/write) via microcontroller 103 MOVX instructions as well as read during ROM instruction fetches. Changes may be made via the IS A Interface by loading new code into the Program (Instruction) RAM area and then changing the subroutine vector location to correspond to the new code location.

On power-up the microcontroller 103 will load Codec 100 configuration data, Plug-n-Play resource data, and RAM patch code, from external EEPROM into the Program RAM. The data stored in the Program RAM is then used to configure Codec 100 internal hardware.

The fact that the configuration and resource requirements are determined via data that is stored in Program RAM allows the configuration and resource signature of Codec 100 to be modified by the host. The host downloads updated configuration and resource data through the Codec 100 RAM Access Register, discussed further below.

The method by which the Program RAM is accessed by the microcontroller 103 is defined as follows.

Strategically placed within the ROM code are a set of instructions. These instructions cause the microcontroller 103 to store an identifier in microcontroller 103 register R7 and a subroutine CALL to address 0x41C0 is made. Address 0x41C0 is located in the Program RAM patch area. Once the CALL is made to 0x41C0, patch RAM routines may read microcontroller 103 register R7 to identify where in the ROM code that the CALL to address 0x41C0 was made. In this way ROM coded routines may be replaced or modified in function by Program RAM resident patch code.

To prevent accidental execution of invalid code, when loading the Program RAM via the host, the Program RAM must be loaded in segments. The very last segment must be a one byte load to address 0x41C0.

Multiple Patch RAM entry points from ROM in locations from 0x4190 to 0x41C0. Initialization code fills all these locations with a RET (0x22) instruction. At strategic points in the ROM code, these entry points are called with the mRAMx macro (macro RAM) where 'x' refers to the particular entry point.

The following is an example of an mRAM macro. These macros are placed in the code source to allow RAM based code changes.

mRAM2	MACRO				
	MOV	R7, #RAMCOUNT 2			; Token
passed to RAM					
	CALL	RAM_ENTRY 2			
RAMCOUNT2	SET	RAMCOUNT2 +1			; Add 1 to
token					

Multiple CALLs can be made to the same mRAM entry point as each use of the particular mRAMx has a unique value in R7.

If patches have not been loaded, RAM locations 0x4190 through 0x41C0 will contain a 0x22. After a patch is loaded, addresses 0x41BD through 0x41BF contain Firmware Revision data and 0x41C0 will contain a value other than 0x22. Upon a RESET or SW RESET command, the region from 0x4190 to 0x41C0 will be filled with a RET (RAM entry) opcode (0x22). The RAM entry points are identified in TABLE 2. The CALLing points, scattered throughout the ROM, CALL RAM and return. Once a host based (or EEPROM) load image is written to RAM, the code effectively vectors to the patch code when the entry point is called. A JUMP_TO_ROM command is used before loading RAM via the control port to insure code is not loaded over code that is currently executing from RAM (from a previous load).

TABLE 2

Program RAM Address	RAM Space Description
41C0 - 45FF	PATCH AREA
41BF	REVISION BYTE
41BE	REVISION BYTE
41BD	REVISION RESERVED
41BD	mRAM2 ENTRY
41B7	mRAM3 ENTRY
41B4	mRAM4 ENTRY
41B1	mRAM5 ENTRY
41AE	mRAM6 ENTRY
41AB	mRAM7 ENTRY
41A8	mRAM8 ENTRY
41A5	mRAM9 ENTRY
41A2	mRAM10 ENTRY
419F	mRAM11 ENTRY
419C	mRAM12 ENTRY
4199	mRAM13 ENTRY

4196	mRAM14 ENTRY
4193	mRAM15 ENTRY
4190	mRAM16 ENTRY
4180 - 418F	FREE
400C - 417F	TOP OF RESOURCE DATA
4000 - 400B	HARDWARE CONFIG DATA

Codec 100 will detect an existing configuration/code load sequence by identifying a RAM load starting at memory location 2090h. Codec 100 will then insure that configuration data is moved to the new RAM area. REVC Sound Blaster code is ignored. PnP resource data RAM writes to address 2090h are captured by the Codec 100 and translated and written to address 400Ch for resource data compatibility.

The Program Ram is accessible from IS A Bus interface 101 via a Program RAM Access Register (Control_Base+5) and a Program RAM Access End Register (Control_Base+6). When either the Codec 100 Program RAM Access Register or Program RAM Access End Register is read or written by the IS A Bus, an interrupt is generated to the microcontroller 103. The microcontroller 103 reads the data and processes it. These registers locations are discussed below with regards to the Central Register.

Commands and data are written to a Program RAM Access Register. The data may be a command, command parameter data, or data to be loaded into RAM. The Codec 100 supports additional commands other than those specific to RAM access. The Program RAM Access End Register is used to terminate the command/data transfer sequence. Each Program RAM read or write sequence must

be terminated with a write to the Program RAM Access End Register.

A command is executed by writing the command data value to the Program RAM Access Register. The available commands, which are also discussed in conjunction with the Control Register description, are as follows:

DISABLE_PNP,
DISABLE_CSC,
UPDATE_PNP (0x5A),
RAM_LOAD (0xAA),
FINISH,
RESUME,
RAM_PTR_LOAD,
HOLD,
GO,
JUMP_TO_ROM,
SET_READ_ROM_FLAG,
SET_ACC_INT_FLAG.

A typical sequence to load the Program RAM is as follows:

1. The Codec 100 base I/O address is configured so that the Program Access Registers are accessible:
 - a. the host sends 32 byte "Key" sequence; and
 - b. the Codec 100 base I/O address is configured by the host writing the following 8-bytes to address 0x279: 0x15, 0x02, 0x47, 0x_base address high byte, 0x_base address low byte, 0x33, 0x01, 0x79.
2. The host downloads the data to Program RAM:
 - a. the host sends a RAM_LOAD command by writing a 0xAA

to Codec 100 base address
+5;

- b. the host sends a starting download address (0x4000) by writing low byte starting RAM address (0x00) to Codec 100 base +5 and writing high byte starting RAM address (0x40) to Codec 100 base +5; and
- c. the host downloads the data by writing successive bytes to Codec 100 base +5.

- 3. The host terminates Program RAM download by executing a write of 0x00 to Codec 100 address base +6.
- 4. The host instructs Codec 100 to update configuration by sending UPDATE_PNP command and writing 0x5A to Codec 100 base address +5.

The External microcontroller RAM area is used for communication to devices external to microcontroller 103. This includes Sound Blaster/MPU-401/wavetable registers and the Program RAM. FIGURE 3 emphasizes the interface between microcontroller 103 and external RAM 302 and Codec 100 external registers. The IOHAD[7:0] and XDBAL[7:0] address outputs from microcontroller 103 core are decoded with read/write (RD/WR) circuitry to generate strobes and read enables. Additionally, XDBAL[5:0], and IOHAD[6] are decoded to generate device decodes for all microcontroller 103 externally accessible registers. Bits XDBAL[7:0], IOHAD[3:0], and IOHAD[6] are used in accessing the Program RAM. The XDB[7:0] output from microcontroller 103 core is a bi-directional data bus over which data flows between microcontroller 103 and external devices.

As noted above, in Codec 100 internal microcontroller 103 is used to support any number of functions. These include: PnP, Sound Blaster, MPU-401, and Control Port commands. Microcontroller 103 interrupt capability (Block 305, FIGURE 3) is used to call microcontroller 103 when specific IS A Bus host accesses have occurred.

The INTO interrupt input to microcontroller 103 is used for the Plug-n-Play and Crystal Key.

Microcontroller 103 INT1 interrupt is used for Sound Blaster, MPU-401, and Control Port commands. Timer interrupt TR0 is used for Sound Blaster ADPCM. (These signals are shown as inputs to block 305 of FIGURE 3.)

Because microcontroller 103 requires on the order of 2usec to respond to an interrupt, the interrupting IS A Bus access is held via a signal IOCHRDY until microcontroller 103 acknowledges the interrupt request. In this way microcontroller 103 acknowledges each interrupt is unique.

During Plug-n-Play sequences, the INTO input to microcontroller 103 is forced active whenever a "Plug-n-Play Key" or "Vendor Key" is received.

In order for microcontroller 103 to be able to identify specific host accesses to Sound Blaster, MPU-401, and the Control Ports, Port 1 of microcontroller 103 is used to specify an 8-bit Interrupt Identification byte, the bitfields of which are shown in FIGURE 6 and described as follows:

SBD Sound Blaster data available bit.

LD1-LD0 Specify one of four logical devices.

(These logical devices are not related to Plug-n-Play logical devices.)

A2-A0 IS A Bus address bits SA2, SA1, SA0 respectively.

R/W Indicates current IS A cycle type.

0=Write, 1=Read

5 SBW Sound Blaster write busy bit

TABLE 3 describes the interrupts for the Sound Blaster and Sound System modes (where INT0, INT1, and TRO are inputs to circuitry 305, FIGURE 3):

TABLE 3

MODE	OPERATION	INPUT	INTERRUPT BITFIELDS
10 Sound System	Context	INT1	X 1 1 0 0 0 0 X
	Switch Write		
	Context		X 1 1 0 0 0 1 X
	Switch Read		
	Reserved		X 1 1 0 0 1 0 X
	Reserved		X 1 1 0 0 1 1 X
	Reserved		X 1 1 0 1 0 0 X
	Reserved		X 1 1 0 1 0 1 X
	Reserved		X 1 1 0 1 1 0 X
	Reserved		X 1 1 0 1 1 1 X
	Config Write		X 1 1 1 0 0 0 X
	Reserved		X 1 1 1 0 0 1 X
	Program RAM		X 1 1 1 0 1 0 X
	Write		
	Program RAM		X 1 1 1 0 1 1 X
15 Sound Blaster ADPCM	Read		
	Program RAM		X 1 1 1 1 0 0 X
	End		
	Reserved		X 1 1 1 1 0 1 X
	DMA Write		X 1 1 1 1 1 0 X
	Reserved		X 1 1 1 1 1 1 X
	Interrupt	TRO	0 0 0 0 0 0 0 0
	occurs on a		
	write of the		0 0 0 0 0 0 1 0
	ADPCM data		
Plug & Play	latch.		
	Address Port	INT0	Described below
	0x0279		

When a IS A bus Sound Blaster ADPCM DMA write occurs, the INTO interrupt is generated to

microcontroller 103. Microcontroller 103 responds by reading the data from external microcontroller 103 address 0x0C.

Significant Sound Blaster performance gains are realized by mapping Codec registers 107 directly into microcontroller 103 SFR address space. This change allows microcontroller 103 independent access to the codec registers (i.e. mixer functions) while DMA data is transferred to and from the FIFO's (discussed later).

TABLE 4 specifies the mapping of codec registers into the microcontroller 103 SFR address space. The codec register R0 is only implemented to support the MCE and TRD bits. All other bits in register R0 are don't cares. Codec registers R2 and R3 function normally.

TABLE 4

SFR Address	Codec Register	Description
0xC5	I0	Left ADC Input Control
0xC1	I1	Right ADC Input Control
0xC2	I2	Left AUX 1 Input Control
0xC3	I3	Right AUX 1 Input Control
0xC4	I4	Left AUX 2 Input Control
0xC5	I5	Right AUX 2 Input Control
0xC6	I6	Left DAC Output Control
0xC7	I7	Right DAC Output Control
0xD8	I8	FS and Data Playback Format
0xD9	I9	Interface Configuration
0xDA	I10	Pin Control
0xDB	I11	Error Status and Initialization
0xDC	I12	Mode and ID
0xDD	I13	Loopback Control
0xDE	I14	Playback Upper Base
0xDF	I15	Playback Lower Base
0xE8	I16	Alternate Feature Enable I
0xE9	I17	Alternate Feature Enable II
0xEA	I18	Left Line Input Control

SFR Address	Codec Register	Description
0xF8	I19	Right Line Input Control
0xEC	I24	Timer Lower Base
0xF0	I21	Timer Upper Base
0xEF	I22	Alternate Sample Frequency Select
0xEF	I23	Alternate Feature Enable III
0xF8	I24	Alternate Feature Status
0xF9	I25	Version/ID
0xFA	I26	Mono Input and Output Control
0xF4	I27	Left Output Attenuation
0xF4	I24	Capture Data Format
0xF5	I29	Right Output Attenuation
0xF6	I30	Capture Upper Base
0xF7	I31	Capture Lower Base
0xE4	R0	Index Address Register
0xE5	R1	Index Data Register
0xE6	R2	Status Register
0xE7	R3	PIO Data Register

Codec 100 normally does not allow access to Codec registers 107 by the IS A Bus and microcontroller 103 at the same time. However in the case of Sound System operation with master volume control, Sound System accesses can occur simultaneously with microcontroller 103 access to the master volume control registers I27A and I29A (Codec Registers 205, FIGURE 3). To address this problem a Request/Grant handshake mechanism has been developed. The timing is shown in the diagram of FIGURE 7.

Two microcontroller 103 accessible bits are defined as a codec access REQUEST and GRANT. These bits are reset to zero via RESDRV and software reset via bits PM1, PM0. Microcontroller 103 sets the REQUEST bit to a one

when it requires access to any codec register 205 (I27A, I29A) and when the Context Switch status is in Sound System mode. Once this bit is set the GRANT bit will be generated immediately if no IS A bus access to any codec register is in progress. Otherwise, if an IS A bus access to any codec register is in progress then the generation of GRANT will be delayed until the current IS A bus cycle has finished.

Once the GRANT bit is set, any further IS A Bus cycles to any codec registers are held off via the IOCHRDY signal. Microcontroller 103 is then free to access registers Codec 127A and 129A without contention with the IS A Bus codec register accesses. Once microcontroller 103 has finished its access, it clears the REQUEST bit. The clearing of the REQUEST bit also clears the GRANT bit which in turn releases IOCHRDY. The current IS A Bus codec access being held is then allowed to complete.

The REQUEST/GRANT bits are mapped into microcontroller 103 Port 3 register. For test purposes the bits available on Port 3 are also available at microcontroller 103 external address 0x42. All bits are read only except for the REQUEST bit which is read/write. The mapping of the Port 3 bits at microcontroller 103 external address of 0x42 allows external chip access via Test Mode 4 (discussed below). The function of these bits can thus be verified with and without microcontroller 103 operation.

Port 3 Bit Definitions are shown in FIGURE 8 and can be described as follows:

P3.3 - REQUEST - Read/Write.

5 This is set to a one when microcontroller 103 is updating codec registers and there is possible contention with IS A bus accesses (Sound System mode). After polling for GRANT=1, microcontroller 103 may access codec registers as needed. After microcontroller 103 has finished its codec accesses, the REQUEST bit should be set to zero to re-enable IS A access to the codec registers.

P3.4 - GRANT - Read Only.

10 This bit is polled by microcontroller 103 after setting the REQUEST bit=1. When GRANT is equal to one, microcontroller 103 may access codec registers without contention with the IS A bus. When GRANT=1 and subsequent IS A codec accesses are held off via IOCHRDY until the REQUEST bit is set to zero by
15 microcontroller 103.

In Codec 100, microcontroller 103 is used to perform and control a variety of functions. The microcontroller 103 controls these functions through a number of
20 registers that are mapped into microcontroller 103 external memory space. These registers are shown generally at 107 FIGURE 1. An external device memory map is provided in TABLE 5:

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Register Name	Address	Register Function	Read/Write
Plug & Play	0x14	Control/Status information	Read/Write
Control/Status			
I/O Base Address -	0x15	Lower 8 bits of address	Write Only
Sound System			
I/O Base Address -	0x16	Upper 4 bits of address	Write Only
Sound System			
I/O Base Address -	0x17	Lower 8 bits of address	Write Only
Control			
I/O Base Address -	0x18	Upper 4 bits of address	Write Only
Control			
I/O Base	0x19	Lower 8 bits of address	Write Only
Address-Sound			
Blaster			
I/O Base	0x1A	Upper 2 bits of address	Write Only
Address-Sound			
Blaster			
I/O Base Address -	0x1B	Lower 8 bits of address	Write Only
Synth			

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Register Name	Address	Register Function	Read/Write
Block Power Down	0x0A	Individual Power Down Bits	Read/Write
Codec 100 Control	0x0B	CS4232 Control Base +1 Bits	Read/Write
Sound Blaster ADPCM	0x0C	SB ADPCM Data	Read
Latch			
SB Busy1	0x0D	Set Sound Blaster Busy Bit	Write
SB-DRQ Latch	0x0E	Reset current pending Sound Blaster DMA Request that was set by a write to 8051 address 0x0E.	Read
SB-DRQ Latch	0x0E	Generate Sound Blaster DMA Request and store data in latch.	Write
SB-INT	0x0F	Generate Sound Blaster Interrupt	Write
Plug & Play Address	0x10	Stores data written to address 0x279 from IS A bus.	Read Only
Register			
Plug & Play	0x11	Stores data written to address 0xA79 from IS A bus.	Read Only
Write Data Port			
Plug & Play	0x12	Written by microcontroller 103 in response to a read from the Read_Data_Port address.	Write Only
Read_Data Register			
Plug & Play State	0x13	Defines current Plug & Play state.	Write Only

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TABLE 5

Register Name	Address	Register Function	Read/Write
Mixer Data Latch	0x00	Latches mixer data to IS A bus.	Write
IS A Data Read	0x00	Read IS A Bus Data	Read
Sound Blaster Data Latch	0x01	Holds DSP Output Data to be read by IS A bus. A read of this address will cause the SB Command busy1 bit to be cleared.	Read/Write
MPU-401 Receive Data Latch	0x02	Holds data to be read by IS A bus. A read of this address will cause the Transmit Buffer Full Flag to be cleared.	Read/Write
STATUS	0x03	Current Status of Sound Blaster and MPU-401 Handshake bits.	Read/Only
Reserved	0x04		
Reserved	0x05		
Reserved	0x06		
Reserved	0x07		
SB Busy2	0x08	Reset Sound Blaster Busy2	Write
Reserved	0x09		

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Register Name	Address	Register Function	Read/Write
I/O Base Address - Synth	0x1C	Upper 2 bits of address	Write Only
I/O Base Address - MPU-401	0x1D	Lower 8 bits of address	Write Only
I/O Base Address MPU-401	0x1E	Upper 2 bits of address	Write Only
I/O Base Address - Game Port	0x1F	Lower 8 bits of address	Write Only
I/O Base Address - Game Port	0x20	Upper 2 bits of address	Write Only
I/O Base Address 0-CDROM	0x21	Lower 8 bits of address	Write Only
I/O Base Address 0-CDROM	0x22	Upper 2 bits of address	Write Only
Interrupt Select - Synth	0x23	Bits [3:0]	Write Only
Interrupt Select - Sound Blaster	0x24	Bits [3:0]	Write Only

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Register Name	Address	Register Function	Read/Write
Interrupt Select - Sound System	0x25	Bits [3:0]	Write Only
Interrupt Select - MPU-401	0x26	Bits [3:0]	Write Only
Interrupt Select -CDROM	0x27	Bits [3:0]	Write Only
Interrupt Select - Control	0x28	Bits [3:0]	Write Only
DMA Channel Select - Sound Blaster	0x29	Bits [2:0]	Write Only
DMA Channel Select - Sound System	0x2A	Bits [2:0] Playback/Capture	Write Only
DMA Channel Select - Sound System	0x2B	Bits [2:0] Capture	Write Only
DMA Channel Select - CDROM	0x2C	Bits [2:0]	Write Only
I/O Base Address 1 - CDROM	0x2D	Lower 8 bits of address	Write Only

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Register Name	Address	Register Function	Read/Write
I/O Base Address 1	0x2E	Upper 2 bits of address	Write Only
- CDROM			
Logical Device	0x2F	Activate logical device when bit=1	Write Only
Activate			
I/O Base Address -	0x30	Lower 8 bits of address	Write Only
Modem			
I/O Base Address -	0x31	Upper 2 bits of address	Write Only
Modem			
Address Mask	0x32	Mask used for programmable address range	Write Only
Register - CDROM			
Address Mask	0x33	Mask used for programmable address range	Write Only
Register - Modem			
Misc. Hardware	0x34	Miscellaneous Hardware Control Bits	Write Only
Configuration			
Control			
Interrupt Select -	0x35	Bits [2:0]	Write Only
Modem			
Physical Device	0x36	For auto-power management	Read Only
Activity			

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Register Name	Address	Register Function	Read/Write
Digital Assist	0x37	Auto-Retrigger Enable/Joystick Status	Read/Write
Control/Status			
Joystick #1 X	0x38	Joystick Trigger/X Coordinate Counter	Read/Write
Coordinate		Low Byte	
Joystick #1 X	0x39	X Coordinate Counter High Byte	Read Only
Coordinate			
Joystick #1 Y	0x3A	X Coordinate Counter Low Byte	Read Only
Coordinate			
Joystick #1 Y	0x3B	Y Coordinate Counter High Byte	Read Only
Coordinate			
Joystick #2 X	0x3C	X Coordinate Counter High Byte	Read Only
Coordinate			
Joystick #2 X	0x3D	X Coordinate Counter High Byte	Read Only
Coordinate			
Joystick #2 Y	0x3E	X Coordinate Counter Low Byte	Read Only
Coordinate			
Joystick #2 Y	0x3F	Y Coordinate Counter High Byte	Read Only
Coordinate			
Serial Port Control	0x40	Control for each serial interface	Read/Write

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Register Name	Address	Register Function	Read/Write
Bond Out Override	0x41	Bond Out Override bits	Read/Write
Port 3 Shadow	0x42	Shadow of Port 3 bits for test purposes	Read/Write
Program RAM	0x4000 0x45FF	1.5 KBytes Program RAM	Read/Write

FIGURE 9 is a diagram providing an overview of the circuitry of Codec 100 supporting Plug & Play (PnP) interface to external IS A bus 130. Included within IS A Interface 106 is an interface to microcontroller 103 core (including control logic 901, data buffer 902, and address latch 903), an interface to Codec 204, and configuration logic 904 that is Intel/Microsoft "Plug & Play" (PnP) compatible. IS A interface 101 also generally includes data buffers 905, circuitry 906 for generating signal IOCHRDY from wait state status information, DMA mapping logic 907 and Interrupt Mapping logic 908.

Codec 100 operates in conjunction with a number of other associated Plug & Play devices 909 also mapped to the IS A Bus. Each block 909 has associated with it a set of resource requirements and associated configuration registers, organized into groups called physical devices. TABLE 6 below lists the maximum resource requirements for each physical device. The Intel/Microsoft Plug & Play specification organizes devices into logical groupings (logical devices) comprised of one or more physical devices.

TABLE 6

Physical Device	Device Name	Maximum Resource Requirements
0	WSS	Sound System 12-bit I/O Base Address Decode Two Sound System 8-bit DMA Channels One Sound System Interrupt
1	Synth	10-bit I/O Base Address Decode One-Interrupt

2	Control	12-bit I/O Base Address Decode One Interrupt
3	MPU-401	10-bit I/O Base Address Decode One Interrupt
4	CD-ROM	10-bit I/O Base Address Decode 10-bit I/O Alternate Base Address Decode One DMA Channel One Interrupt
5	Game Port	10-bit I/O Base Address Decode
6	SB Pro	Sound Blaster 10-bit I/O Base Address Decode DMA and Interrupt shared with WSS.
7	Modem	10-bit I/O Base Address Decode One Interrupt

The Plug & Play Specification 1.0a describes a hardware and software mechanism whereby IS A cards are isolated, identified, and then optimally allocated within a system's resource environment. To be Plug & Play compatible, each interface to the IS A bus, such as IS A Interface logic 101, must respond appropriately to a defined sequence of configuration commands. In Codec 100, microcontroller 103, in conjunction with logic is used to implement the various Plug & Play commands and responses. The end result of a Plug & Play configuration sequence is that the I/O base address decodes, DMA channel selects, and interrupt selects for the various Codec 100 circuit blocks are programmed to specific values.

FIGURE 10 is a diagram emphasizing the configuration/interface logic for a PnP compatible device, for example Plug and Play Interface 106 of Codec 100. Configuration/ interface 106 includes an address decoder 1001 which receives control bits and 12 address bits from the IS A bus, an address register 1002, linear feedback shift register 1003, plug and play (PnP) registers 1004, output enable circuitry 1005 and register output selector 1006. PnP registers include card control register 1004a, logical device control register 1004b and logical device configuration register 1004c. The theory of Plug and Play operation can now be described in conjunction with FIGURE 10A, and the associated functional diagram of FIGURE 11, assuming Codec 100 is the PnP compatible device under configuration.

After a power-up sequence or hardware reset via RESDRV, Codec 100 is in the Wait_for_Key state. In this state Plug & Play devices monitor writes to address 0x279. Specifically, Linear Feedback Shift Register (LFSR) 1003 is used in hardware to detect a matching byte sequence. If at any time the data written to address 0x279 does not match the LFSR then the LFSR is reset. The cycle continues until an Initialization Key is received. Once the "Key" has been received, microcontroller 103 writes address 0x13 (the P&P State Register) to a 0x1 so that the configuration logic is now in the "Sleep State."

FIGURE 10B is a diagram generally illustrating the functional elements of LFSR 1003, including a series of storage/shift elements 1201 and logic 1202. LFSR 1003 also includes logic that enables an additional key sequence to be detected. This additional key sequence is

referred to as the "Vendor Key". This Key allows the Plug & Play logic to be bypassed so that Plug & Play configuration registers 1004 may be programmed directly.

Plug & Play Key Sequence

5 6A,B5,DA,ED,F6,FB,7D,BE,
 DF,6F,37,1B,0D,86,C3,61
 B0,58,2C,16,8B,45,A2,D1,
 E8,74,3A,9D,CE,E7,73,39

Vendor Key Sequence

10 96,35,9A,CD,E6,F3,79,BC
 5E,AF,57,2B,15,8A,C5,E2
 F1,F8,7C,3E,9F,4F,27,13
 09,84,42,A1,D0,68,34,1A

15 In the Sleep State, a P&P device, such as circuitry
1904 waits for a Wake[CSN] command with write data set to
0x00. All accesses to P&P registers 1004 in this state
(0x279,0xA79) cause the logic to force IOCHRDY low (hold
current bus cycle) and set an appropriate bit in
20 microcontroller Port 1. Once microcontroller 103 reads
either address 0x10 or 0x11, the Port I bit is cleared
and IOCHRDY is released. After the Wake[CSN] is detected
microcontroller 103 sets a serial identifier/resource
data pointer to the beginning and writes a 0x2 to
microcontroller 103 address 0x13 to transition the logic
25 to the Isolation State.

 The first time a Plug&Play device, such as Codec
100, enters the Isolation State, the Read_Data port
address is set using a Set_RD_DATA port command. Codec
100 hardware detects this command and latches the

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Read_Data port address into a register 2004C and uses it to decode accesses to the Read_Data port 901.

Next, 72 pairs of reads are performed to a PnP Serial Isolation register within registers 1004c. The
5 Serial Isolation register holds a 72-bit serial identifier. The 72-bit Serial Identifier is used in identifying and isolating individual Plug & Play devices. Microcontroller 103 uses the transition to the Isolation State to retrieve the first bit of the 72-bit serial
10 identifier and writes this bit to microcontroller address 0x14 bit 0.

The isolation sequence proceeds as follows. If the current bit, of the 72-bit serial identifier, is a one then the logic forces a 0x55 onto the IS A data bus when
15 Read_Data port 910 is read. When Read_Data port 910 is read a second time, then the logic forces a 0xAA onto the IS A Data bus. After the Read_Data port is read the second time microcontroller 103 is notified via a bit to Port 1 and the next bit of the serial identifier is
20 written to microcontroller 103 address 0x14 bit 0. This sequence continues until either the logic detects an isolation lose condition or all 72 bits have been read.

Otherwise, if the current bit is a zero, the configuration logic tri-states the IS A data bus buffer
25 and monitors the data on the IS A data bus during a read of the Read_Data port 910. If the logic detects that another P&P device is driving the IS A data bus (i.e. detects a 0x55, 0xAA sequence) then the ILS (Isolation lose) bit is set in microcontroller 103 Command/Status
30 register. Upon microcontroller 103 being notified of an Isolation lose the logic is then transitions back to the Sleep State (microcontroller 103 address 0x13=01).

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If Codec 100 does not lose isolation during the current isolation sequence then a CSN (Card Select Number) is assigned by the PnP host software. The CSN is a unique value that is assigned to each isolated Plug & Play device. The CSN is used by the host to select individual Plug & Play devices during configuration. Microcontroller 103 stores this CSN in memory and uses it when detecting a Wake[CSN] command. The assigning of the CSN number causes microcontroller 103 to transition to the Configuration State which in turn causes microcontroller 103 to write address 0x13 to a 0x3.

Card resource data may only be read while in the Configuration State. A card may get to the Configuration State by one of two methods: in response to "winning" the serial isolation protocol and having a CSN assigned, as discussed above, or in response to receiving a Wake[CSN] command that matches the card's CSN. Only one Plug & Play device is in the Configuration State at one time. In this state, resource data are retrieved and the host software uses this information to program the corresponding configuration register 2004c. Once the resource data has been accessed then the configuration register 2004c is written and each logical device is activated.

In Codec 100 all accesses to PnP registers 2004 in the Configuration State (write 0x279, write 0xA79, read Read_Data port except resource data reads) result in IOCHRDY being forced low (hold current bus cycle) and the setting of a bit in microcontroller Port 1 (FIGURE 3, at 101). Once microcontroller 103 reads either address 0x10, 0x11, or writes 0x12, respectively, then the particular Port 1 bit is cleared and IOCHRDY is released.

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During resource data reads a polled handshake mechanism is used. Logic in Codec 100 outputs a ready indicator when a read from the PnP status register occurs. This ready bit is initially set "not ready" until microcontroller 103 outputs the first byte of a resource data read. The bit then remains ready until an IS A bus cycle occurs to read the byte. The occurrence of the IS A bus resource data read resets the ready bit to its "not ready" condition. A bit located on Port I (RDR Pl-3 set = one) is used to indicate to microcontroller 103 when the resource data byte has been read. Microcontroller 103 then outputs the next resource byte (microcontroller 103 address=0x12) and the RDR bit is reset to zero. Configuration register data are written one logical device at a time. The individual logical device is selected by the Plug&Play Configuration Manager by writing the logical device number to PnP address=0x7. Microcontroller 103 detects this and enables access to the appropriate logical device configuration registers.

After all logical devices have been configured logical device activation occurs one logical device at a time. Microcontroller 103 detects this and then sets the appropriate bit in the Logical Device Activate Register (microcontroller 103 address=0x1F). Each logical device is now enabled onto the IS A bus and should respond to the I/O address range, DMA channel, and interrupts that have been defined.

Plug-n-Play requires that the Plug-n-Play device contain data that indicates what system resources it requires. These resources may include memory space, I/O space, DMA channels, or Interrupts. In the case of Codec

100 the resources include a number of system I/O spaces,
DMA channels, and Interrupts. Codec 100 supports two
methods (EEPROM loaded, or host downloaded) of storing
resource data. Both of these methods are flexible in
that the resource data can be customized to support
particular requirements.

Plug and Play cards return read-only configuration
information in two formats. The serial identifier is
returned bit-wise by the Plug and Play devices in
response to reads from the Serial Isolation register.
This information is returned in a serial format to
facilitate the Plug and Play device selection algorithm
described earlier. Plug and Play cards also provide
resource data sequentially a byte at a time in response
to reads from the Resource Data register. The resource
configuration data completely describes all resource
needs and options of the device and includes a header
followed by a set of resource data structures which end
with an End Tag:

The header holds the 72 serial identifier that is
used during the Isolation sequence described earlier in
TABLE 7.

TABLE 7

Field Name	Length	Definition
Vendor ID	8 bits	Bit[7] 0
Byte 0		Bits[6:2] First character in compressed ASCII
		Bits[1:0] Second character in compressed ASCII bits[4:3]

Field Name	Length	Definition
Vendor ID Byte 1	8 bits	Bits[7:5] Second character in compressed ASCII bits[2:0] Bits[4:0] Third character in compressed ASCII
Vendor ID Byte 2	8 bits	(Vendor Assigned) First hexadecimal digit of product number (bit 7 is msb) Second hexadecimal digit of product number (bit 3 is msb)
Vendor ID Byte 3	8 bits	(Vendor Assigned) Third hexadecimal digit of product number (bit 7 is msb) Bits[3:0] Hexadecimal digit of revision level (bit 3 is msb)
Serial/Uni que Number Byte 0	8 bits	Unique device number so the system can differentiate between multiple cards of the same type in one system. Bits[7:0]
Serial Number Byte 1	8 bits	Serial Number Bits[15:8]

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Field Name	Length	Definition
Serial Number Byte 2	8 bits	Serial Number Bits[23:16]
Serial Number Byte 3	8 bit	Serial Number Bits[31:24]
Checksum	8 bits	Checksum of ID and serial number verifies that the information has been correctly read from a Plug and Play IS A card.

The 32-bit Vendor ID (Bytes 0-3) is an EISA Product Identifier (ID). This ID consists of:

- (1) Bits[15:0] are a three character compressed ASCII EISA ID, (Compressed ASCII is defined as 5 bits per character, "00001"="A" ... "11010" - "Z". This field is assigned to each manufacturer by the EISA administrative agent); and
- (2) bits[31:16] define a manufacturer specific product number and revision. It is the responsibility of each vendor to select unique values for this field.

The purpose of this field is to serve as a unique board identifier that allows Plug and Play card selection through the isolation algorithm described earlier.

The 32-bit serial number (Bytes 4-7) is used only in the isolation process for selection of individual Plug and Play IS A cards. This unique number differentiates between multiple cards with the same Vendor ID when they

are plugged into one system. If this feature is not supported then this field is returned as "FFFFFFF." Lack of a unique serial number implies that only one instance of a Vendor ID can be supported in a system.

5 The checksum field (Byte 8) is used to ensure that no conflicts have occurred while reading the device identifier information. The checksum is generated by using LFSR mechanism 1007 shown in FIGURE 10C. LFSR 1007 includes a series of storage/shift elements 1008 and a
10 pair of exclusive-OR (XOR) gates 1009 and 1010. The LFSR resets to 0x6A upon receiving the WAKE[CSN] command. The next shift value for the LFSR is calculated as LFSR[1] XOR LFSR[0] XOR Serial Data. The LFSR value is shifted right one bit at the conclusion of each pair of reads to
15 the Serial Isolation register. The LFSR[7] is assigned the next shift value again described above.

As indicated above, Plug and Play resource data fully describes all resource requirements of a Plug and Play device as well as resource programmability and
20 interdependencies. Plug and Play resource data are supplied as a series of "tagged" data structures. Two types are supported: large items and small items. The first byte defines the type and size and is followed by one or more bytes of actual information. Bit (7) of the
25 first byte is used as the tag identifier to differentiate between small and large data types.

A Plug and Play logical device such as Codec 100 may use any number of resources and any combination of small item or large item data types. The general format is:

- 30 (1) Plug and Play version number type;
 (2) Identifier string resource type;

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(3) Logical device ID resource type which identifies:

a) Any compatible device ID resource type for this logical device;

b) Resource data types to match what the function uses (IRQ, memory, I/O, DMA)-the order is not important;

c) Any dependent functions needed if the Plug and Play card is configurable. The order of the resource data establishes the binding to the configuration registers; (Note: Step 3 is repeated for each logical device present on the Plug and Play card.); and

(4) End tag resource type to indicate the end of resources for this Plug and Play card.

The order of resource descriptors is significant because configuration registers are programmed in the same order that descriptors are read. This may be important in some hardware implementations. Further, in the case of Dependent Functions it may be necessary to include null descriptors ("filler") in order to maintain the desired descriptor-to-register mapping regardless of which Dependent Function is programmed by the software.

The 3-byte Plug & Play Version Number identifies the version of the Plug and Play specification with which the card is compatible. A vendor specific number is included and may be used by a device driver to verify the version of the card. TABLE 8 summarizes these version numbers.

TABLE 8

Offset	Field Name
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Byte 0	Value = 00001010B (Type=0, small item name=0x1, length =2)
Byte 1	Plug and Play version number (in packed BCD format, major bits[7:4], minor bits[3:0] Example: Version 1.0 = 0x10, Version 2.3 = 0x23
Byte 2	Vendor specific version number

The Identifier String is an ASCII string used to identify the card type or function. This string is displayed to the user during a Plug n Play sequence. Example: "Crystal Semiconductor Codec 100 Sound Chip." TABLE 9 summarizes the ASCII string fields and fields related thereto.

TABLE 9

Offset	Field Name
Byte 0	Value = 10000010B (Type=1, large item name=0x2)
Byte 1	Length byte 0
Byte 2	Length byte 1
Byte 3	ASCII Identifier String

Each logical device must be defined in order for the operating system to be able to allocate resources and identify and load appropriate device drivers. For each logical device the following data structures are required:

Logical Device ID
Configuration
DMA
IRQ
I/O Descriptors
ANSI ID String

The following data structures are optional:

Start Dependent Functions

Best Configuration

DMA

IRQ

I/O Descriptors

Acceptable Configuration

DMA

IRQ

I/O Descriptors

Sub-Optimal Configuration

DMA

IRQ

I/O Descriptors

End Dependent Functions

Compatible Device ID

The Logical Device ID provides a mechanism for uniquely identifying multiple logical devices embedded in a single physical board. The fields of the Logical Device ID are summarized in TABLE 10. The format of the logical device ID is identical to the Vendor ID field discussed above:

- (1) bits[15:0] - three character compressed ASCII EISA ID) and compressed ASCII is defined as 5 bits per character, "00001" = "A" ... "11010" = "Z". This field must contain a valid EISA ID, although it is not required to have the same 3 letters as the Vendor ID); and
- (2) bits[31:16] - manufacturer-specific function number and revision. It is the

manufacturer's responsibility to have unique bits[31:16] for different functions.

This identifier may be used to select a device driver for the device. Because of this, Logical Device IDs must be uniquely associated with a specific function. However, there is no need for the Logical Device ID itself to have a unique value, either on a card, or across cards. For instance, a card that implements two communications ports may use the exact same Logical Device ID for both. Similarly, two different products (different Vendor IDs) may both implement the same function, and therefore will use the same Logical Device ID for it. The Logical Device ID is required on all cards. On single-function cards, the Logical Device ID may be the same as the card's vendor ID.

TABLE 10

Offset	Field Name	
Byte 0	Value = 000101xxB (Type=0, small item name=0x2, length=(5 or 6))	
Byte 1	Bit [7]	0
	Bits[6:2]	First character in compressed ASCII
	Bits[1:0]	Second character in compressed ASCII bits[4:3]
Byte 2	Bits[7:5]	Second character in compressed ASCII bits[2:0]
	Bits[4:0]	Third character in compressed ASCII
Byte 3	(Vendor Assigned)	
	Bits[7:4]	First hexadecimal digit of function number (bit 7 is msb)
	Bits[3:0]	Second hexadecimal digit of function number (bit 3 is msb)

Offset	Field Name
Byte 4	(Vendor Assigned) Bits[7:4] Third hexadecimal digit of function number (bit 7 is msb) Bits[3:0] Hexadecimal digit of revision level (bit 3 is msb)
Byte 5	Bits[7:1], if set, indicate commands supported per logical device for registers in the range of 0x31 to 0x37 respectively. Bit[0], if set, indicates this logical device is capable of participating in the boot process. Note: Cards that power-up active MUST have this bit set. However, if this bit is set, the card may or may not power-up active.
Byte 6	Flags: Bit[7:0], if set, indicate commands support per logical device for registers in the range of 0x38 to 0x3F respectively.

A compatible device ID provides the IDs of other devices with which the given Plug n Play device (e.g., Codec 100) is compatible. The host operating system uses this information to load compatible device drivers if necessary. There can be several compatible device identifiers for each logical device. The order of these device IDs may be used by the operating system as a criteria for determining which driver should be searched for and loaded first. TABLE 11 summarizes the fields of the Compatible Device ID.

TABLE 11

Offset	Field Name
Byte 0	Value = 00011100B (Type=0, small item name=0x3, length = 4)

Offset	Field Name
Byte 1	Bit [7] 0
	Bits[6:2] First character in compressed ASCII
	Bits[1:0] Second character in compressed ASCII bits[4:3]
Byte 2	Bits[7:5] Second character in compressed ASCII bits[2:0]
	Bits[4:0] Third character in compressed ASCII
Byte 3	(Vendor Assigned)
	Bits[7:4] First hexadecimal digit of function number (bit 7 is msb)
	Bits[3:0] Second hexadecimal digit of function number (bit 3 is msb)
Byte 4	(Vendor Assigned)
	Bits[7:4] Third hexadecimal digit of function number (bit 7 is msb)
	Bits[3:0] Hexadecimal digit of revision level (bit 3 is msb)
Byte 1	Compatible device ID bits[7:0]
Byte 2	Compatible device ID bits[15:8]
Byte 3	Compatible device ID bits[23:16]
Byte 4	Compatible device ID bits[31:24]

As an example of the use of compatible IDs, consider a card vendor who ships a device with logical ID 0xABCD0000. At a later date, this vendor ships a new device with a logical ID 0xABCD0001. This new device is 100% compatible with the old device but also has added functionality. For this device, the vendor could include the Compatible device ID 0xABCD0000. In this case, the exact driver for 0xABCD0001 will be loaded if it can be located. If the driver for 0xABCD0001 can not be found, the driver for device 0xABCD0000 will be loaded for the device.

The IRQ data structure indicates that the Plug n Play device uses an interrupt level and supplies a mask with bits set indicating the levels implemented in the device. For a standard IS A implementation there are 16 possible interrupt levels so a two byte field is used. This structure is repeated for each separate interrupt level required. TABLE 12 summarizes the fields of the IRQ data structure.

TABLE 12

Offset	Field Name
Byte 0	Value = 0010001XB (Type=0, small item name=0x4, length=(2 or 3))
Byte 1	IRQ mask bits[7:0]. Bit[0] represents IRQ0, bit[1] is IRQ1, and so on.
Byte 2	IRQ mask bits[15:8]. Bit[0] represents IRQ8, bit[1] is IRQ9, and so on.
Byte 3	IRQ Information. Each bit, when set, indicates this device is capable of driving a certain type of interrupt. (optional--if not included then assume IS A compatible edge sensitive, high true interrupts) Bit[7:4] Reserved and must be 0 Bit[3] Low true level sensitive Bit[2] High true level sensitive Bit[1] Low true edge sensitive Bit[0] High true edge sensitive (Must be supported for IS A compatibility)

The DMA data structure, summarized in TABLE 13, indicates that the PnP device uses a DMA channel and supplies a mask with bits set indicating the channels actually implemented in this device. This structure is repeated for each separate channel required.

TABLE 13

Offset	Field Name
Byte 0	Value = 00101010B (Type=0, small item name=0x5, length = 2)
Byte 1	DMA channel mask bits[7:0]. Bit[0] is channel 0.
PByte 2	<div> <div>Bit[7]</div> <div>Reserved and must be 0</div> </div> <div> <div>Bits[6:5]</div> <div> <div>DMA Channel speed supported</div> <div> <div>Status</div> <div> <div>00</div> <div>Indicates compatibility mode</div> </div> <div> <div>01</div> <div>Indicates Type A DMA as described in the EISA Specification</div> </div> <div> <div>10</div> <div>Indicates Type B DMA</div> </div> <div> <div>11</div> <div>Indicates Type F</div> </div> </div> </div> <div> <div>Bit[4] DMA word mode</div> <div> <div>Status</div> <div> <div>0</div> <div>DMA may not execute in county by word mode</div> </div> <div> <div>1</div> <div>DMA may execute in county by word mode</div> </div> </div> </div> <div> <div>Bit[3] DMA byte mode status</div> <div> <div>Status</div> <div> <div>0</div> <div>DMA may not execute in count by byte mode</div> </div> <div> <div>1</div> <div>DMA may execute in county by byte mode</div> </div> </div> </div> <div> <div>Bit[2] Logical device bus master status</div> <div> <div>Status</div> <div> <div>0</div> <div>Logical device is not a bus master</div> </div> <div> <div>1</div> <div>Logical device is a bus master</div> </div> </div> </div> <div> <div>Bits[1:0]</div> <div> <div>DMA transfer type preference</div> <div> <div>Status</div> <div> <div>00</div> <div>8-bit only</div> </div> <div> <div>01</div> <div>8- and 16-bit</div> </div> <div> <div>10</div> <div>16-bit only</div> </div> <div> <div>11</div> <div>Reserved</div> </div> </div> </div> </div> </div>

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Each logical device requires a set of resources. This set of resources may have interdependencies that need to be expressed to allow arbitration software to make resource allocation decisions about the logical device. Dependent functions are used to express these interdependencies. The data structure definitions for dependent functions are shown in TABLE 14.

TABLE 14

Offset	Field Name
Byte 0	Value = 0011000xB (Type=0, small item name=0x6, length=(0 or 1))

Start Dependent Function fields may be of length 0 or 1 bytes. The extra byte is optionally used to denote priority for the resource group following the Start DF tag. If the extra byte is not included, this indicates the dependent function priority is 'acceptable'. If the Priority byte is included, the priorities are defined in TABLE 15:

TABLE 15

Value	Definition
0	Good configuration - Highest Priority and preferred configuration
1	Acceptable configuration - Lower Priority but acceptable configuration
2	Sub-optimal configuration - Functional configuration but not optimal
3 - 255	Reserved

Note that if multiple Dependent Functions have the same priority, they are further prioritized by the order in which they appear in the resource data structure. The Dependent Function which appears earliest (nearest the

beginning) in the structure has the highest priority, and so on.

TABLE 16 defines the structure for end dependent functions.

TABLE 16

Offset	Field Name
Byte 0	Value = 00111000B (Type=0, small item name=0x7, length=0)

Note that only one End Dependent Function item is allowed per logical device. This enforces the fact that

Dependent Functions are not nettable.

There are two types of descriptors for I/O ranges.

The first type of descriptor is a full function descriptor for programmable IS A cards defined in TABLE

31. The second type of descriptor is a minimal

descriptor (Fixed Location I/O Descriptor) for IS A cards with fixed I/O requirements and use a 10-bit IS A address decode. The second type of descriptor is defined in

TABLE 17. The first type of descriptor can also be used to describe fixed I/O requirements for IS A cards that

require a 16-bit address decode. This is accomplished by setting the range minimum base address and range maximum base address to the same fixed I/O value.

TABLE 17

Offset	Field Name	Definition
Byte 0	I/O port descriptor	Value = 01000111B (Type = 0, Small item name = 0x8, Length = 7)
Byte 1	Information	Bits[7:1] are reserved and must be 0. Bit[0], if set, indicates the logical device decodes the full 16 bit IS A address. If bit[0] is not set, this indicates the logical device only decodes IS A address bits[9:0].

Offset	Field Name	Definition
Byte 2	Range minimum base address bits[7:0]	Address bits[7:0] of the minimum base I/O address that the card may be configured for.
Byte 3	Range minimum base address bits[15:8]	Address bits[15:8] of the minimum base I/O address that the card may be configured for.
Byte 4	Range maximum base address bits[7:0]	Address bits[7:0] of the maximum base I/O address that the card may be configured for.
Byte 5	Range maximum base address bits[15:8]	Address bits[15:8] of the maximum base I/O address that the card may be configured for.
Byte 6	Base alignment	Alignment for minimum base address, increment in 1 byte blocks.
Byte 6	Range length	The number of contiguous I/O ports requested.

TABLE 18

Offset	Field Name	Definition
Byte 0	Fixed Location I/O port descriptor	Value = 01001011B (Type = 0, Small item name = 0x9, Length = 3)
Byte 1	Range base address bits[7:0]	Address bits[7:0] of the base I/O address that the card may be configured for. This descriptor assumes a 10 bit IS A address decode.
Byte 2	Range base address bits[9:8]	Address bits[9:8] of the base I/O address that the card may be configured for. This descriptor assumes a 10 bit IS A address decode.
Byte 3	Range length	The number of contiguous I/O ports requested.

The vendor defined resource data type is for vendor use and is defined in TABLE 19.

TABLE 19

Offset	Field Name
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Byte 0	Value = 01110xxxB (Type=0, small item name=0xE, length=(1-7))
Byte 1 to 7	Vendor defined

The End Tag, defined in TABLE 20, identifies an end
of resource data. If the checksum field is zero, the
resource data are treated as if it checksummed properly.
Configuration proceeds normally.

TABLE 20

Offset	Field Name
Byte 0	Value = 01111001B (Type=0, small item name=0xF, length=1)
Byte 1	Check sum covering all resource data after the serial identifier. This check sum is generated such that adding it to the sum of all the data bytes will produce a zero sum.

As indicated above, Plug-n-Play organizes physical
devices into groups of logical devices. A logical device
may be comprised of up to four non-contiguous Memory
Address ranges, eight non-contiguous I/O Address ranges,
two Interrupts, and two DMA channels. Codec 100 only
supports I/O, interrupts, and DMA.

Codec 100 has a fixed physical-to-logical device
mapping summarized in TABLE 21. The Plug-n-Play resource
data must match the Logical-to-Physical device mapping
defined in TABLE 20. Controller 103 firmware translates
Plug-n-Play logical device configuration cycles into
writes of the appropriate hardware configuration
registers.

TABLE 21

Logical Device 0	Physical Device 0 Sound System I/O Base Address 0 Interrupt 0 DMA Channel 0 DMA Channel 1	Physical Device 1 Synth I/O Base Address 1 Interrupt 1	Physical Device 6 Sound Blaster I/O Base Address 2 Shared Interrupt 0 Shared DMA Channel 0
Logical Device 1	Physical Device 5 Game Port I/O Base Address 0		
Logical Device 2	Physical Device 2 Control I/O Base Address 0 Interrupt 0		
Logical Device 3	Physical Device 3 MPU-401 I/O Base Address 0 Interrupt 0		
Logical Device 4	Physical Device 4 CDROM I/O Base Address 0 I/O Base Address 1 Interrupt 0 DMA Channel 0		
Logical Device 5	Physical Device 7 Modem I/O Base Address 0 Interrupt 0		

To support environments in which Codec 100 is located directly on motherboards, a host load mechanism is used to download Plug-n-Play resource data to Codec 100. In this environment the Motherboard BIOS loads the resource data into Codec 100 prior to any Plug-n-Play activity taking place.

To download configuration and Plug-n-Play resource data Codec 100 Control logical device must first be

mapped into the host I/O space. This is accomplished by sending the Plug-n-Play key sequence described above followed by an isolation and configuration sequence to configure the Control logical device. Once the Control
5 logical device has been mapped then the Plug-n-Play resource data may be loaded into Codec 100 via the Control Port at Control base + 5.

For non-motherboard applications and external EEPROM is required to load configuration and resource data into
10 Codec 100. On power-up microcontroller 103 checks for the existence of the EEPROM. If one is found then the EEPROM data, including Plug-n-Play resource data are down loaded from the EEPROM. A description of EEPROM formats that are supported by Codec 100 is discussed in detail
15 below.

In Codec 100 Plug-n-Play compatibility is accomplished through the use of the internal microcontroller 103 and logic gates. Microcontroller 103
20 interfaces to the external logic through the use of memory mapped registers. These registers control the mapping of the various Codec 100 physical devices as well as provide a means to control the external logic during certain phases of Plug-n-Play sequences.

As mentioned immediately above a set of registers is
25 memory mapped into the microcontroller 103 address space. Microcontroller 103 accesses these registers through specific memory access instructions (MOVX). To facilitate hardware test modes of Codec 100, all Plug & Play configuration registers are reset to default values
30 on power-up. These default values will remain intact only if microcontroller 103 is not operating; which is the case for Test Modes 3, 4, 5, and 6 (discussed below).

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In non-test mode (normal) operation of Codec 100, microcontroller 103 will modify all the configuration defaults to off/disabled states.

FIGURES 12A-12Y are diagrams of the bitfields of the IS A/PNP Configuration registers.

FIGURE 12A is a diagram of the bitfields of the Plug & Play Address-Register at microcontroller 103 Address 0x10. This register stores the last 8-bit data value written to the Plug & Play_Address Register (location 0x279).

FIGURE 12B is a diagram of the bitfields of Plug & Play Write_Data_Port at microcontroller 103 Address 0x11. When this address is read the current data on the IS A data bus is enabled onto the Codec 100 internal data bus. The read is in response to an IS A bus write to the Plug & Play Write_Data register location 0xA79. This register is written by microcontroller 103 during resource data reads.

FIGURE 12C is a diagram of the bitfields of the Plug & Play Read_Data_Register at microcontroller 103 Address 0x12. This register is written by microcontroller 103 in response to a read from the Plug & Play Read_Data_Port.

FIGURE 12D is a diagram of the bitfields of the Plug & Play State Register at microcontroller 103 Address 0x13. These bits are updated by microcontroller 103 as a Plug & Play sequence progresses through its various states. The hardware requires these bits in order to effect the appropriate responses during a Plug & Play sequence. The decoding to PS0 and PS1 fields is shown in Table 22:

TABLE 22

PS1	PS0	Plug & Play State
0	0	Wait For Key
0	1	Sleep
1	0	Isolation
1	1	Configure

FIGURE 12E is a diagram of the bitfields of the Plug & Play Control/Status register at microcontroller 103 Address 0x14. This register is reset to zero when RESDRV is high. The decoding is as follows:

Isolation Lose ILS - this bit indicates that the Plug & Play hardware has lost isolation during the current isolation sequence;

Serial Identifier/Sound Blaster Busy SID/SBB - this bit is written by microcontroller 103 during an isolation sequence and holds a serialized version of the 72-bit identifier. The hardware uses this bit to determine how the data bus should be driven (0x55/0xAA or tri-state) during a PnP Isolation sequence, as well as during Sound Blaster operation to enable/disable OR'ing of the current SB Busy with the codec playback DMA request;

Enable E2PROM EEP - this bit when set to a one enables the Port 1 pins 6 and 7 onto the EDATA[0] and EA[0] pins; and

EA2 Function - when 0 will force XCTL0 onto the EA2 pin. When this bit is = 1, then the normal EA2 function is output on the EA2 pin.

FIGURE 12F is a diagram of the bitfields of the Sound System Base Address Low at microcontroller 103 Address 0x15. This register is reset to zero when RESDRV is high and is used to specify the lower 6-bits of the

12-bit Sound System Codec base address. The number of consecutive locations decoded at this base address is fixed at four bytes.

FIGURE 12G is a diagram of the bitfields of the Sound System Base Address High register at microcontroller 103 Address 0x16. This register is reset to zero when RESDRV is high and is used to specify the upper 4-bits of the 12-bit Sound System Codec base address.

FIGURE 12H is a diagram of the bitfields of the Control Base Address Low register at microcontroller 103 Address 0x17. This register is reset to zero when RESDRV is high and is used to specify the lower 6-bits of the 12-bit Control base address. The number of consecutive locations decoded at this base address is fixed at eight bytes.

FIGURE 12I is a diagram of the bitfields of the Control Base Address High register at microcontroller 103 Address 0x18. This register is reset to zero when RESDRV is high and is used to specify the upper 4-bits of the 12-bit Control base address.

FIGURE 12J is a diagram of the bitfields of the Sound Blaster Base Address Low register at microcontroller 103 Address 0x19. This register is reset to zero when RESDRV is high and is used to specify the lower 4-bits of the 10-bit Sound Blaster base address. The number of consecutive locations decoded at this base address is fixed at sixteen bytes.

FIGURE 12K is a diagram of the bitfields of the Sound Blaster Base Address High register at microcontroller 103 Address 0x1A. This register is reset

to zero when RESDRV is high and is used to specify the upper 2-bits of the 10-bit Sound Blaster base address.

FIGURE 12L is a diagram of the bitfields of the Synth Base Address Low register at microcontroller 103 Address 0x1B. This register is reset to zero when RESDRV is high and is used to specify the lower 6-bits of the 10-bit Synthesizer OPL3 base address. The number of consecutive locations decoded at this base address is fixed at four bytes.

FIGURE 12M is a diagram of the bitfields of the Synth Base Address High register at microcontroller 103 Address 0x1C. This register is reset to zero when RESDRV is high and is used to specify the upper 2-bits of the 10-bit Synthesizer OPL3 base address.

FIGURE 12N is a diagram of the bitfields of the MPU-401 Base Address Low register at microcontroller 103 Address 0x1D. This register is reset to zero when RESDRV is high and is used to specify the lower 7-bits of the 10-bit MPU-401 base address. The number of consecutive locations decoded at this base address is fixed at two bytes.

FIGURE 12O is a diagram of the bitfields of the MPU-401 Base Address High register at microcontroller 103 Address 0x1E. This register is reset to zero when RESDRV is high and is used to specify the upper 2-bits of the 10-bit MPU-401 base address.

FIGURE 12P is a diagram of the bitfields of the Game Port Base Address Low register at microcontroller 103 Address 0x1F. This register is reset to zero when RESDRV is high and is used to specify the lower 5-bits of the 10-bit Game Port base address. The number of consecutive

locations decoded at this base address is fixed at eight bytes.

FIGURE 12Q is a diagram of the bitfields of the Game Port Base Address High register at microcontroller 103 Address 0x20. This register is reset to zero when RESDRV is high and is used to specify the upper 2-bits of the 10-bit Game Port base address.

FIGURE 12R is a diagram of the bitfields of the CDROM Base Address Low register at microcontroller 103 Address 0x21. This register is reset to zero when RESDRV is high and is used to specify the lower 6-bits of the I/O-bit CDROM base address. The number of consecutive locations decoded at this base address is fixed at four bytes.

FIGURE 12S is a diagram of the bitfields of the CDROM Base Address High register at microcontroller 103 Address 0x22. This register is reset to zero when RESDRV is high and is used to specify the upper 2-bits of the 10-bit CDROM base address.

TABLE 23 describes the bit decodings for the interrupt select registers depicted in FIGURES 12T-12Y, and discussed below, where IRQA-IRQE describe the interrupt pins enabled by the interrupt mapping value written into the given register.

TABLE 23

PIN	Interrupt Mapping
IRQ Disabled	0
IRQA	1
IRQB	2
IRQC	3
IRQD	4
IRQE	5
IRQF	6

FIGURE 12T is a diagram of the bitfields of the Synth Interrupt Select register at microcontroller 103 Address 0 x 23. This register is reset to zero when RESDRV is high and is used to specify one of the six interrupt pins to which the Synthesizer interrupt is mapped.

FIGURE 12U is a diagram of the bitfields of the Sound Blaster Interrupt Select register at microcontroller 103 Address 0x24. This register is reset to zero when RESDRV is high and is used to specify one of the six interrupt pins to which the Sound Blaster interrupt is mapped.

FIGURE 12V is a diagram of the bitfields of the Sound System Interrupt Select register at microcontroller 103 Address 0x25. This register is reset to zero when RESDRV is high and is used to specify one of the six interrupt pins to which the Synthesizer interrupt is mapped.

FIGURE 12W is a diagram of the bitfields of the MPU-401 Interrupt Select register at microcontroller 103 Address 0x26. This register is reset to zero when RESDRV is high and is used to specify one of the six interrupt pins to which the MPU-401 interrupt is mapped.

FIGURE 12X is a diagram of the bitfields of the CDROM Interrupt Select register at microcontroller 103 Address 0x27. This register is reset to zero when RESDRV is high and is used to specify one of the six interrupt pins to which the CDROM interrupt is mapped.

FIGURE 12Y is a diagram of the bitfields of the Control Interrupt Select register at microcontroller 103 Address 0x28. This register is reset to zero when RESDRV

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is high and is used to specify one of the six interrupt pins to which the Control interrupt is mapped.

Microcontroller 103 I/O port 1 (FIGURE 3) is a IS A bus monitoring port. The data present on the I/O port 1 pins indicates to microcontroller 103 what is happening on the IS A Bus as far as Plug & Play register accesses are concerned. Once Codec 100 has made a transition out of the Wait for-Key State then Port 1 is polled for Plug & Play register accesses. FIGURE 13 defines PnP Port 1, where:

AWR-Address Write Pending - when set to a one indicates that a write to the PnP Address Register(0x279) has occurred. When this bit is a one during Sleep and Configure states, IOCHRDY will be forced high, effectively holding the current IS A bus cycle until microcontroller 103 has accessed microcontroller 103 memory address 0x10. This bit is cleared to zero upon a read of microcontroller 103 memory address 0x10.

DWR-Data Write Pending - when set to a one indicates that a write to the PnP Data Write Register has occurred. When this bit is a one during Sleep and Configure states, IOCHRDY WILL be forced high, effectively holding the current IS A bus cycle until microcontroller 103 has accessed microcontroller 103 memory address 0x11. This bit is cleared to zero upon a read of microcontroller 103 memory address 0x11.

DRD-Data Read Pending - when set to a one indicates that a read from the PnP Read Data Port has occurred. This bit is cleared to zero upon a write to microcontroller 103 address 0x12 or during an Isolation sequence by a write to microcontroller 103 address 0x14.

KEY/RDR - Key/Resource Data Read - When Codec 100 is in a WAIT_FOR_KEY state and a "PnP Key" or "Crystal Key" sequence (discussed above) is detected, microcontroller 103 is interrupted via INT0. This bit then indicates what "Key" was detected. KEY = 0 for "PnP Key" and KEY = 1 for "Crystal Key". Alternately during a Resource Data Read sequence this bit when set to a one indicates that the current resource data byte has been read and that the IS A interface is ready for the next byte. This bit is cleared to zero upon a write to microcontroller 103 address 0x12. This bit is also set when a "Crystal Key Sequence" has been received.

For applications that do not require Plug-n-Play capability the "Crystal Key" backdoor mechanism may be used to program the configuration of Codec 100. Each Codec 100 logical device is configured one at a time. The configuration data must match or be a subset of the logical device definition described above. All commands including the "Crystal Key" sequence are written to the Plug-n-Play port at IS A Bus address 0x279. The

following commands are used in performing a configuration sequence.

Typical Programming Sequence bypassing the PnP interface is as follows:

5 Program Start:
 Send Crystal Key
 Select Logical Device
 Program I/O Base 0
 Program I/O Base 1 - if required
10 Program I/O Base 2 - if required
 Program Interrupt - if required
 Program DMA 0 - if required
 Program DMA 1 - if required
 Activate Logical Device
15 Select Logical Device
 Program I/O Base 0 - if required
 Program I/O Base 1 - if required
 Program I/O Base 2 - if required
 Program Interrupt - if required
20 Program DMA 0 - if required
 Program DMA 1 - if required
 Activate Logical Device
 |
 |
25 |
 Select Logical Device
 Program I/O Base 0 - if required
 Program I/O Base 1 - if required
 Program I/O Base 2 - if required
30 Program Interrupt - if required
 Program DMA 0 - if required
 Program DMA 1 - if required

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Activate Logical Device
Activate Card
Program End:

5 The instructions and commands in the foregoing
exemplary programmed sequence can be described as
follows:

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10 Send Crystal Key - The "Crystal Key" is
not a command but a sequence
of 32 bytes that are written
in succession. When Codec 100
receives the correct sequence
of 32 bytes the Plug-n-Play
logic of Codec 100 transitions
to the Configuration State.
15 The configuration registers of
Codec 100 may only be modified
when Codec 100 is in the
Configuration State.

20 Program the CSN (Card Select Number) 0x6 - The CSN
number for Codec 100 may optionally be
programmed by executing this command. This
command is executed by writing a 0x6
followed by the 8-bit CSN number. If this
command is not used then the CSN number for
25 Codec 100 will default to zero.

30 Select Logical Device (0x15) - The configuration
registers of Codec 100 are programmed one
logical device at a time. This command is
executed by writing a 0x15 followed by an
8-bit logical device number. Codec 100

supports eight physical devices (0:7) as previously noted.

IO Port Base Address 0 (0x47) - This command is executed by writing a 0x47 followed by a write of the low byte of the I/O base address, and a write of the high byte of the I/O base address.

IO Port Base Address 1 (0x48) - This command is executed by writing a 0x48 followed by a write of the low byte of the I/O base address, and a write of the high byte of the I/O base address.

IO Port Base Address 2 (0x42) - This command is executed by writing a 0x42 followed by a write of the low byte of the I/O base address, and a write of the high byte of the I/O base address.

Interrupt Select 0 (0x2A) - This command is executed by writing a 0x22 followed by a write of the interrupt line to generate an interrupt on.

Interrupt Select 1 (0x27) - This command is executed by writing a 0x27 followed by a write of the interrupt line to generate an interrupt on.

DMA Select 0 (WA) - This command is executed by writing a 0x2A followed by a write of the DMA channel that is to be used.

DMA Select 1 (0x25) - This command is executed by writing a 0x25 followed by a write of the DMA channel that is to be used.

Activate Logical Device (0x33) - This command is executed by writing a 0x33 followed by a

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byte of one to activate the currently
selected logical device.

Deactivate Logical Device (0x33) - This command is
executed by writing a 0x33 followed by a
byte of zero to deactivate the currently
selected logical device.

Activate Codec 100 (0x79) The configuration data are
processed and transferred to the appropriate
Codec 100 registers upon execution of this
command. This command puts Codec 100 into
the Wait_For_Key_State.

Once a Plug & Play sequence has transpired, each
logical device, including Codec 100, will have an I/O
base address assigned to it. This assigned base address
is stored in the I/O base address register. IS A bus
address bits A12..A0 are compared with the values stored
in the I/O base address registers, and if a match is
found, then the appropriate logical device is selected
for access. Each physical device occupies a number of
consecutive byte locations. TABLE 24 sets out the
address decoding for a selected number of PnP devices,
including Codec 100. For 9-bit decodes A11..A0 are
assumed to be zero.

TABLE 24

Physical Device	IS A Bus/Address Bits Decoded	Number of Consecutive Bytes
Sound System	A11..A2	Four via A1..A0
Synth	A9..A2, A9..A3	Four or Eight via A2..A0
Sound Blaster	A9..A4	Sixteen via A3..A0
Codec 100	A11..A3	Eight via A2..A0
MPU-401	A9..A1	Two via A0
Game Port	A9..A3	Eight via A2..A0

Physical Device	IS A Bus/Address Bits Decoded	Number of Consecutive Bytes
CDROM	A9..A2, A9..A3	Four or Eight via A2..A0

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Because the IS A bus provides 16-bit address for I/O decoding, the Codec 100 10-bit and 12-bit decoded address ranges will alias into the upper addresses due to the fact that address bits [A15..A11] and [A15..A13] are not decoded. Normally this is not a problem, but it could be for some mother board manufacturers. In order to prevent the address decoding from aliasing, Codec 100 supports a mode where by the high order address bits (A15..A12) are input via CDROM interface 120. CDROM/Modem interface 120 is not available in this mode. The address bits A15..A12 are then decoded along with [A11..A10] to generate logical device selects for Sound System and Codec 100 registers. A valid logical device decode occurs when bits [A15..A12] are equal to [0,0,0,0] and bits [A11..A0] match one of the current programmed base address registers. For all other address decodes, bits A15..A10 are decoded along with bits [A.9..A0] to generate device selects. A valid logical device decode occurs when [A15..A10] are equal to [0,0,0,0,0,0] and [A9..A0] match one of the current programmed base address registers.

The 16-bit address decode function is selected by the XIOR pin being high at the time the RESDRV pin transitions from a high to low.

Several user defined registers are available in the Card Level Vendor Defined area specified by Plug and Play IS A Specification Version 1.0a.

The RAM Access Register at address 0x28 will allow the host to access program RAM in the similar access

through the Control Registers but using PnP ADDRESS, WRITE_DATA and READ_DATA ports instead of Control ports (Control Base + 5 and Control Base +6). All control port accessible commands are available with this access method. The JUMP_TO_ROM (57h) command should not be used through this PnP method nor should mixing of control port and PnP accesses be mixed, e.g. a PnP HOLD and a control port GO. A separate PnP JUMP TO ROM command is provided. The following is a typical sequence to access the RAM:

- 1) Write an 0x28 to the ADDRESS port;
- 2) Write a relevant function byte to the WRITE_DATA port (such as 0x55 for disable PnP, 0x56 for disable Crystal key, 0x5A for update, 0xAA for RAM write/read, etc.) (For RAM write/read only, steps 3 and 4 are needed.);
- 3) Write a low byte and high byte of the RAM starting address to the WRITE_DATA port and then write/read the data to/from the WRITE_DATA/READ-DATA port; and
- 4) Finally execute a RAM END command to finish the RAM write/read.

The RAM END Register 0x2A allows the host to execute a RAM END by:

- 1) Writing an 0x2A to the ADDRESS port; and
- 2) Then writing an 0x00 to the WRITE_DATA port.

The RAM JUMP TO ROM Register 0x2B forces code jump to a tight loop in ROM:

- 1) Write an 0x2B to the ADDRESS port; and
- 2) Then write an 0x57 to the WRITE_DATA port.

The Chip "Black_out" Register 0x2F causes the chip to enter into "Black_out" state, which will shut down all activated logical devices, cause PnP and Crystal keys to be disabled and force the part go into WAIT_FOR_KEY state.

FIGURES 14A-14D are diagrams of the bitfields of the DMA Channel Select Registers, the bits in each of these registers operate as shown in TABLE 25, where DMA-A to DMA-D are the four available DMA channels enabled:

TABLE 25

DMA CHANNEL	REGISTER VALUE
DMA Disabled	4-7
DMA-A	0
DMA-B	1
DMA-C	2
DMA-D	3

FIGURE 14A is a diagram of the bitfields of the Sound Blaster DMA Channel Select registers at microcontroller 103 address 0x29. This register is reset to zero when RESDRV is high and is used to specify one of the four IS A DMA channels to which the Sound Blaster DMA signal[s] is mapped.

FIGURE 14B is a diagram of the bitfields of the Sound System Playback/Capture DMA Channel Select registers at microcontroller 103 address 0x2A. This register is reset to zero when RESDRV is high and is used to specify one of four the IS A DMA channels to which the Sound System Playback/Capture DMA signal is mapped

FIGURE 14C is a diagram of the bitfields of the Sound System Capture DMA Channel Select register at microcontroller 103 address 0x2. This register is reset to zero when RESDRV is high and is used to specify one of

the four IS A DMA channels to which the Sound System
Capture DMA signal is mapped.

FIGURE 14D is a diagram of the bitfields of the
CDROM DMA Channel Select register at microcontroller 103
Address 0x2C. This register is reset to zero when RESDRV
is high and is used to specify one of the four IS A DMA
channels to which the CDROM DMA signal is mapped.

FIGURES 15A-15J are diagrams of the bitfields of
miscellaneous registers.

FIGURE 15A is a diagram of the bitfields of the
Alternate CDROM Base Address Low register at
microcontroller 103 Address 0x2D. This register is reset
to zero when RESDRV is high and is used to specify the
lower 8-bits of the 10-bit CDROM base address. The
number of consecutive locations decoded at this base
address is fixed at four bytes.

FIGURE 15B is a diagram of the bitfields of the
Alternate CDROM Base Address High registers at
microcontroller Address 0x2E. This register is reset to
zero when RESDRV is high and is used to specify the upper
2-bits of the 10-bit CDROM base address.

FIGURE 15C is a diagram of the bitfields of the
Physical Device Activation Register at microcontroller
103 Address 0x2F. This register is used to enable
specific physical devices after the configuration
registers have been programmed. Each bit set equal to a
one will enable the particular physical device as shown
in TABLE 26. A value of zero will disable the
corresponding physical device. When disabled, a
particular physical device is physically disconnected
(I/O base address, Interrupt and DMA) from IS A bus
interface 101.

TABLE 26

Physical Device	Activation Bit
Sound System	PDA0
Adlib Synth	PDA1
Control	PDA2
MPU-401	PDA3
CDROM	PDA4
Game Port	PDA5
Sound Blaster	PDA6
Modem	PDA7

FIGURE 15D is a diagram of the bitfields of the Modem Base Address Low register at microcontroller 103 Address 0x30. This register is reset to zero when RESDRV is high and is used to specify the lower 8-bits of the 10-bit Modem base address. The number of consecutive locations decoded at this base address is fixed at four bytes.

FIGURE 15E is a diagram of the bitfields of the Modem Base Address High register at microcontroller 103 Address 0x30. This register is reset to zero when RESDRV is high and is used to specify the upper 2-bits of the 10-bit Modem base address.

FIGURE 15F is a diagram of the bitfields of the Alternate CDROM Mask Register at microcontroller 103 Address 0x32. The CDROM Address Mask Register provides a means to vary the number of consecutive byte locations that a secondary CDROM I/O decode may occupy. Each mask bit is used to prevent specific address bits from being decoded in generating the secondary CDROM I/O decode. The valid bit combinations are as shown in TABLE 27.

TABLE 27

AMC2	AMC1	AMC0	CDROM Decode = number of consecutive bytes
1	1	1	8 bytes, address bits A2, A1, A0 are don't cares.

0	1	1	4 bytes, address bit A2 is decoded. Bits A1, A0 are don't cares.
0	0	1	2 bytes, address bits A2 and A1 are decoded. Bit A0 is a don't care.
0	0	0	1 byte, address bits A2, A1, A0 are all decoded.

FIGURE 15G is a diagram of the bitfields of the Modem Mask Register at microcontroller 103 Address 0x33. The Modem Address Mask Register provides a means to vary the number of consecutive byte locations that the modem decode may occupy. Each mask bit is used to prevent specific address bits from being decoded in generating the modem I/O decode. The valid bit combinations are as shown in TABLE 28.

TABLE 28

AMM[7:0]	Model Decode = number of consecutive bytes
11111111	256 bytes, address bits A[7..0] are don't cares.
01111111	128 bytes, address bit A7 is decoded. Bits A[6..0] are don't cares.
00111111	64 bytes, address bits A7 and A6 are decoded. Bits A[5..0] are don't cares.
00011111	32 bytes, address bits A[7..5] are decoded. Address bits A[4..0] are don't cares.
00001111	16 bytes, address bits A[7..4] are decoded. Address bits A[3..0] are don't cares.

00000111	8 bytes, address bits A[7..3] are decoded. Address bits A[2..0] are don't cares.
00000011	4 bytes, address bits A[7..2] are decoded. Address bits A[1..0] are don't cares.
00000001	2 bytes, address bits A[7..1] are decoded. Address bits A[0] is a don't care.
00000000	1 byte, address bits A[7..0] are decoded.

FIGURE 15H is a diagram of the bitfields of the Miscellaneous Control Bits register at microcontroller 103 Address 0x34. A description of these bits is as follows:

PCDINT - Polarity CDROM Interrupt specifies polarity of CDROM interrupt input:

0 = CDROM interrupt is active low; and
1 = CDROM interrupt is active high.

PSINT - Polarity Synthesizer Interrupt specifies the polarity of synthesizer interrupt input:

0 = synthesizer interrupt is active low; and
1 = synthesizer interrupt is active high.

PMINT - Polarity Modem Interrupt specifies the polarity of modem interrupt input:

0 = modem interrupt is active low; and
1 = modem interrupt is active high.

XBUF - Transceiver buffer control:

XBUF = 0 Codec drives data bus on reads of CDROM addresses; and

XBUF = 1 Codec tri-states data bus on
reads of CDROM addresses.

SD7DE - SD7 Disable:

SD7DE 0 = SD7-SD0 driven during reads of
CDROM Alternate Base + 1

SD7DE 1 = SD7 tri-stated, SD6-SD0 driven
during reads of CDROM Alternate Base +1.

FIGURE 15I is a diagram of the bitfields of the
Modem Interrupt Select register at microcontroller
Address 0x35. This register is reset to zero when RESDRV
is high and is used to specify one of the six interrupt
pins to which the Modem interrupt is mapped.

FIGURE 15J is a diagram of the bitfields of the
Physical Device Activity Register at microcontroller
address = 0x36. Each bit indicates that an IS A Bus
access (read or write) to a particular physical device has
occurred. The bit is set upon an IS A read or write
access to one of eight physical devices as shown in TABLE
29. All bits are reset to zero upon an microcontroller
103 read of the register. In addition any DMA activity
to the codec (PDACK, CDACK=0) also sets the Sound System
(DA0) and Sound Blaster (DA6) bits.

TABLE 29

Physical Device	Device Activity Bit
Sound System	DA0
Adlib Synth	DA1
Control	DA2
MPU-401	DA3
CDROM	DA4
Game Port	DA5
Sound Blaster	DA6

Modem	DA7
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FIGURE 16 is a diagram of the bitfields of the Wavetable and Serial Control Register at microcontroller address 0x40. This register Reset to zero when RESDRV =

1. The specific bitfields can be described as follows:
 - SBSP Sound Blaster Swap Playback - when this bit is set to a zero the current ordering of samples for DMA playback are swapped, relative to the current defined format. This bit affects only 8-bit playback in Sound Blaster mode.
 - SBSC Sound Blaster Swap Capture - when this bit is set to a one, the current ordering of samples for DMA capture are swapped, relative to the current defined format. This bit affects only 8-bit capture in Sound Blaster mode.
 - res Reserved
 - WTEN Wave Table Enable - When this bit is set to a one, the XD7:XD5 pins are switched to support a digital wavetable interface. When this bit is a zero the XD7:XD5 pins operate normally. TABLE 30 describes the decoding of the WTEN bit:

TABLE 30

WTEN	0	1
Pin 1	XD7 - Bi-directional	DATA - Input
Pin 2	XD6 - Bi-directional	LRCLK - Input
Pin 3	XD5 - Bi-directional	MCLK - Output
Pin 4	XD4 - Bi-directional	Defined by SPS

WTEN	0	1
Pin 5	XD3 - Bi-directional	Defined by SPS
Pin 6	XD2 - Bi-directional	Defined by SPS
Pin 7	XD1 - Bi-directional	Defined by SPS
Pin 8	XD0 - Bi-directional	XD0 - Bi-directional

- 5 SPS Serial Port Switch - When this bit
is set to a one, and the SPE bit in
register I16 is set to a one, the
DSP serial port pins are switched
from the second joystick pins to
10 the XD pins. If SPS is a zero and
the SPE bit in register I16 is set
to a one the DSP serial port pins
are routed to the second joystick
pins. If the SPE bit in register
15 I16 is a zero then the serial port
pins do not appear anywhere.

TABLE 31 describes the functioning of the SPS bit:

TABLE 31

SPS	0	1
20 Pin 4	XD7 - Bi-directional	WTEN Defined
Pin 2	XD6 - Bi-directional	WTEN Defined
Pin 3	XD5 - Bi-directional	WTEN Defined
Pin 4	XD4 - Bi-directional	FSYNC - Output
Pin 5	XD3 - Bi-directional	SDOUT - Output
25 Pin 6	XD2 - Bi-directional	SDIN - Input
Pin 7	XD1 - Bi-directional	SCLK - Output
Pin 8	XD0 - Bi-directional	XD0 - Bi-directional

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NOTE: If either WTEN or SPS are set to a one then the XBUF bit in CDROM Interface Control Register at microcontroller address 0x34 is forced to a one.

5 MCLKDIS When this bit is set to a one, and the wavetable serial interface is enabled by WTEN = 1, the MCLK pin to the wavetable device is synchronously forced to zero. MCLK will remain a zero until MCLKDIS is set to zero. At this time MCLK will synchronously be enabled.

10 BRESET When this bit is set to a one the BRESET pin is forced to zero. This is to allow microcontroller 103 and host control of external devices connected to the BRESET pin.

FIGURE 17 is a diagram of the bitfields of microcontroller address 0x41. (Reset to 0x00). The bitfields are decoded in TABLE 32 as follows:

20 res Reserved for future use. Always read back as zero's;

TABLE 32

RES	RES	RES	RES	RES	RES	RES	RES
RESERVED LOCATION AT 0 X 41							

25 FIGURE 18 is a diagram of the bitfields of the Port 3 Shadow Register at microcontroller address 0x42. The bitfields of this register function as follows:

P3.0 - UP - This bit follows the state of Codec 100 UP pin when VCEN is set.

P3.1 - DOWN - This bit follows the state of Codec 100 Down pin when VCEN is set.

P3.2 - MUTE - This bit follows the state of Codec 100 Mute pin when VCEN is set.

5 P3.3 - REQUEST - This field is set to a one to update codec registers that may be in contention with IS A bus accesses (WSS mode). After polling for GRANT =1, microcontroller 103 may access codec registers as needed. After microcontroller 103 has finished its codec accesses, the REQUEST bit should be set to zero to re-enable IS A access to the codec registers.

10 P3.4 - GRANT - This bit is polled by microcontroller 103 after setting the REQUEST bit =1. When GRANT is equal to one, microcontroller 103 may access codec registers without contention with the IS A bus. When GRANT =1 and subsequent IS A codec accesses are held off via IOCHRDY (discussed below in conjunction with FIGURE 19) until the REQUEST bit is set to zero by microcontroller 103.

20 P3.5 - Codec INT - Read Only. This bit follow the state of the internal codec interrupt signal.

External EEPROM

25 As mentioned above, an external EEPROM is typically for all Codec 100 environments. The EEPROM is coupled to Codec 100 through the EEPROM interface circuitry of block 109. The EEPROM is used for specifying configuration data that is used in setting up Codec 100 operation, Plug-n-Play resource data, and RAM patch data. The 30 EEPROM supports two modes of operation which will be discussed in detail below. The mode identifiers are

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shown in TABLE 33. FIGURE 19 emphasizes the circuitry of the EEPROM interface. Refer to FIGURE 20 for a flow chart of a detect/load EEPROM sequence.

The existence and type of EEPROM is determined by two bytes that are located in the first two locations of the EEPROM memory. On power-up, Codec 100 looks for the existence of these two bytes via the EEPROM interface. If the first two EEPROM locations are found to contain these matching bytes then Codec 100 will load the EEPROM data into Codec 100 internal memory. How the EEPROM data are interpreted and acted upon is determined by the defined EEPROM mode.

TABLE 33

EEPROM DATA FORMAT	IDENTIFICATION WORD
Compatibility Mode	0xAA55
Codec 100 Mode	0xBB55

The first mode of operation assumes that a compatible EEPROM exists. The EEPROM data format for this mode is defined in TABLE 34. The data supports specification of Peripheral Port address length, mapping of interrupt and DMA pins to specific IS A bus lines, and definition of Plug-n-Play resource data. Upon a power-up, reset the EEPROM data will be copied into Codec 100 RAM starting at address 0x400C. The additional configuration data needed (0x4000 to 0x400B) will have been copied from ROM defaults to RAM (as the result of a power-on reset) before the EEPROM is detected. The contents of the RAM will then be used to update the hardware.

TABLE 34

EEPROM Byte Offset	Description	Comments	Codec 100 Address
0	0x55 EEPROM validation	CS4232 Configuration	NONE
1	0xaa EEPROM validation	Data Type- CS4232, Rev	NONE
2	Data length - high byte	Length = N - 3	NONE
3	Data length - low byte	(see below for N)	NONE
4	Peripheral Port Address Length	default = 0x0	0x400C
5	Mixer Mapping	default = 0x48	0x400D
6	Interrupt Select A/B	default = 0x75	0x400E
7	Interrupt Select C/D	default = 0xB9	0x400F
8	Interrupt Select E/F	default = 0xFC	0x4010
9	DMA Select A/B	default = 0x10	0x4011
10	DMA Select C	default = 0x3	0x4012
11:18	Plug & Play ID	Plug-n-Play Resource	0x4013-
19:21	Plug & Play Version		Variable
Variable	User Defined ASCII String		Variable
Variable	Logical Device Resources		Variable
L-1	0x79 End Tag		Variable
L	Checksum	Checksum	0x417F

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The Data Length Bytes (2,3) specify the total length of data contained in the EEPROM not including the two validation bytes or the two data length bytes themselves.

The External Peripheral Port I/O Decode Address Length Byte (4) determines which devices connected to the External Peripheral 109 Port may require an I/O decode address length of four or eight:

0x00 = I/O Length Four Bytes; and

0x08 = I/O Length Eight Bytes

The Mixer Input Mapping Byte (5) (default 0x40) determines what physical devices are connected to the various mixer inputs. TABLE 35 described the available selections.

TABLE 35

D7	D6	D5	D4	D3	D2	D1	D0
LINE IN	LINE IN	AUX1	AUX1	AUX2	AUX2	RES	RES
Source Device		Source Device		Source Device		Reserved	
00 = Line		00 = Line		00 = Line			
01 = FM Synth		01 = FM Synth		01 = FM Synth			
10 = CD		10 = CD		10 = CD			
11 = Other		11 = Other		11 = Other			

The Interrupt Selection A,B Bytes (6) determine what physical IS A Bus interrupt pin is connected to the IRQA and IRQB pins of Codec 100. The available connections are shown in TABLE 36.

TABLE 36

D7	D6	D5	D4	D3	D2	D1	D0
Codec 100 IRQB Pin				Codec 100 IRQA Pin			
0000 = No Connection				0000 = No Connection			
0001 = IS A Bus IRQ1				0001 = IS A Bus IRQ1			

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C,D, Byte (7) determines what physical IS A Bus interrupt pin is connected to the IRQC and IRQD pins of Codec 100. TABLE 37 shows the possible connections.

TABLE 37

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0010 = IS A Bus IRQ2	0010 = IS A Bus IRQ2
0011 = IS A Bus IRQ3	0011 = IS A Bus IRQ3
0100 = IS A Bus IRQ4	0100 = IS A Bus IRQ4
0101 = IS A Bus IRQ5	0101 = IS A Bus IRQ5
0110 = IS A Bus IRQ6	0110 = IS A Bus IRQ6
0111 = IS A Bus IRQ7	0111 = IS A Bus IRQ7
1000 = IS A Bus IRQ8	1000 = IS A Bus IRQ8
1001 = IS A Bus IRQ9	1001 = IS A Bus IRQ9
1010 = IS A Bus IRQ10	1010 = IS A Bus IRQ10
1011 = IS A Bus IRQ11	1011 = IS A Bus IRQ11
1100 = IS A Bus IRQ12	1100 = IS A Bus IRQ12
1101 = IS A Bus IRQ13	1101 = IS A Bus IRQ13
1110 = IS A Bus IRQ14	1110 = IS A Bus IRQ14
1111 = IS A Bus IRQ15	1111 = IS A Bus IRQ15

D7	D6	D5	D4	D3	D2	D1	D0
Codec 100 IRQD Pin				Codec 100 IRQC Pin			
0000 = No Connection				0000 = No Connection			
0001 = IS A Bus IRQ1				0001 = IS A Bus IRQ1			
0010 = IS A Bus IRQ2				0010 = IS A Bus IRQ2			
0011 = IS A Bus IRQ3				0011 = IS A Bus IRQ3			
0100 = IS A Bus IRQ4				0100 = IS A Bus IRQ4			
0101 = IS A Bus IRQ5				0101 = IS A Bus IRQ5			
0110 = IS A Bus IRQ6				0110 = IS A Bus IRQ6			
0111 = IS A Bus IRQ7				0111 = IS A Bus IRQ7			

5

1000 = IS A Bus IRQ8	1000 = IS A Bus IRQ8
1001 = IS A Bus IRQ9	1001 = IS A Bus IRQ9
1010 = IS A Bus IRQ10	1010 = IS A Bus IRQ10
1011 = IS A Bus IRQ11	1011 = IS A Bus IRQ11
1100 = IS A Bus IRQ12	1100 = IS A Bus IRQ12
1101 = IS A Bus IRQ13	1101 = IS A Bus IRQ13
1110 = IS A Bus IRQ14	1110 = IS A Bus IRQ14
1111 = IS A Bus IRQ15	1111 = IS A Bus IRQ15

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The Interrupt Selection E,F, Byte (8) determines what physical IS A Bus interrupt pin is connected to the IRQD and IRQE pins of Codec 100. The possible connections are described in TABLE 38.

TABLE 38

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D7	D6	D5	D4	D3	D2	D1	D0
Codec 100 IRQB Pin				Codec 100 IRQA Pin			
0000 = No Connection				0000 = No Connection			
0001 = IS A Bus IRQ1				0001 = IS A Bus IRQ1			
0010 = IS A Bus IRQ2				0010 = IS A Bus IRQ2			
0011 = IS A Bus IRQ3				0011 = IS A Bus IRQ3			
0100 = IS A Bus IRQ4				0100 = IS A Bus IRQ4			
0101 = IS A Bus IRQ5				0101 = IS A Bus IRQ5			
0110 = IS A Bus IRQ6				0110 = IS A Bus IRQ6			
0111 = IS A Bus IRQ7				0111 = IS A Bus IRQ7			
1000 = IS A Bus IRQ8				1000 = IS A Bus IRQ8			
1001 = IS A Bus IRQ9				1001 = IS A Bus IRQ9			
1010 = IS A Bus IRQ10				1010 = IS A Bus IRQ10			
1011 = IS A Bus IRQ11				1011 = IS A Bus IRQ11			
1100 = IS A Bus IRQ12				1100 = IS A Bus IRQ12			
1101 = IS A Bus IRQ13				1101 = IS A Bus IRQ13			

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1110 = IS A Bus IRQ14	1110 = IS A Bus IRQ14
1111 = IS A Bus IRQ15	1111 = IS A Bus IRQ15

The DMA Selection A,B Byte (9) determines what physical pair of IS A Bus DMA pins are connected to the DRQA, DRQB and DACKA, DACKB pins of Codec 100. TABLE 39 describes the available connections.

TABLE 39

D7	D6	D5	D4	D3	D2	D1	D0
Codec 100 DRQB, DACKB Pins				Codec 100 DRQA, DACKA Pins			
0000 = DMA Channel 0				0000 = DMA Channel 0			
0001 = DMA Channel 1				0001 = DMA Channel 1			
0010 = DMA Channel 2				0010 = DMA Channel 2			
0011 = DMA Channel 3				0011 = DMA Channel 3			
0100:1111 = No Connection				0100:1111 = No Connection			

The DMA Selection C Byte (A) determines what physical pair of IS A Bus DMA pins are connected to the DRQA, DRQB and DACKA, DACKB pins of Codec 100. TABLE 40 describes the available connections.

TABLE 40

D7	D6	D5	D4	D3	D2	D1	D0
Reserved				Codec 100 DRQC, DACKC Pins			
				0000 = DMA Channel 0			
				0001 = DMA Channel 1			
				0010 = DMA Channel 2			
				0011 = DMA Channel 3			
				0100:1111 = No Connection			

Bytes 11 through L are reserved for Plug-n-Play resource data. The format of the Plug-n-Play data are described above.

Codec 100 EEPROM resource data format for the second mode in TABLE 33 is shown in TABLE 41. The data is copied into Codec 100 RAM memory and the hardware will be updated based on the stored RAM values. The identification word for this format is 0xBB55.

TABLE 41 EEPROM DATA FORMAT

EEPROM Byte Offset	Description	Comments	CS4237B Address
0	0x55 EEPROM validation	CS4237B Configuration Data	NONE
1	0xBB, EEPROM validation	Data Type - CS4237B	NONE
2	Data length - high byte	Length = N-3	NONE
3	Data length - low byte	(see below for N)	NONE
4	Address Mask Register - Alternate CDROM base address	default = 0x0	0x4000
5	Address Mask Register - Modem	default = 0x3	0x4001
6	Miscellaneous HW Configuration Bits	default = 0x80	0x4002
7	Reserved	default = 0x0	0x4003
8	Device 0 Mapping - Not Supported	default = 0x43	0x4004
9	Device 1 Mapping - Not Supported	default = 0x20	0x4005

EEPROM Byte Offset	Description	Comments	CS4237B Address
10	Device 2 Mapping - Not Supported	default = 0x00	0x4008
11	Device 3 Mapping - Not Supported	default = 0x08	0x4007
12	Device 4 Mapping - Not Supported	default = 0x10	0x4008
13	Device 5 Mapping - Not Supported	default = 0x80	0x4009
14	Device 6 Mapping - Not Supported	default = 0x0	0x400A
15	Device 7 Mapping - Not Supported	default = 0x0	0x400B
16	Peripheral Port Address Length	default = 0x0	0x400C
17	Mixer Mapping	default = 0x48	0x400D
18	Interrupt Select A/B	default = 0x75	0x400E
19	Interrupt Select C/D	default = 0xB9	0x400E
20	Interrupt Select E/F	default = 0xFC	0x4010
21	DMA Select A/B	default = 0x10	0x4011
22	DMA Select C	default = 0x03	0x4012
23:31	Plug & Play ID	Plug n Play Resource Data	0x4013-
32:34	Plug & Play Version		Variable
Variable	User Defined ASCII String		Variable
Variable	Logical Device Resources		Variable
L-1	0x79 End Tag		Variable

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EEPROM Byte Offset	Description	Comments	CS4237B Address
L	Checksum	Checksum	0x417F max
L+1	Optional PATCH RAM DATA		0x4180
N	Optional PATCH RAM DATA		0x43FD max

The fields of address mask register/alternate CDROM base address register (Byte 4) is depicted in FIGURE 21A. The CDROM Address Mask Register provides a means to vary the number of consecutive byte locations that the secondary CDROM I/O decode may occupy. Each mask bit is used to prevent specific address bits from being decoded in generating the secondary CDROM I/O decode. The valid bit combinations are as shown in TABLE 42. All other combinations are invalid and may cause erroneous operation.

TABLE 42

AMC2	AMC1	AMC0	CDROM Decode = number of consecutive bytes
1	1	1	8 bytes, address bits A2, A1, A0 are don't cares.
0	1	1	4 bytes, address bit A2 is decoded. Bits A2,A0 are don't cares.
0	0	1	2 bytes, address bits A2 and A1 are decoded. Bit A0 is a don't care.
0	0	0	1 byte, address bits A2, A2, A0 are all decoded.

The bitfields of Address Mask Register Modem (Byte 5) are shown in FIGURE 21B. The Modem Address Mask Register provides a means to vary the number of consecutive byte locations that the modem decode may

occupy. Each mask bit is used to prevent specific address bits from being decoded in generating the modem I/O decode. The valid bit combinations are as shown in TABLE 43. All other combinations are invalid and may cause erroneous operation.

TABLE 43

AMM[7:0]	Modem Decode = number of consecutive bytes
11111111	256 bytes, address bits A[7..0] are don't cares.
0●111111	128 bytes, address bit A7 is decoded. Bits A[6..0] are don't cares.
00111111	64 bytes, address bits A7 and A6 are decoded. Bits A[5..0] are don't cares.
00011111	32 bytes, address bits A[7..5] are decoded. Address bits A[4..0] are don't cares.
00001111	16 bytes, address bits A[7..4] are decoded. Address bits A[3..0] are don't cares.
00000111	8 bytes, address bits A[7..3] are decoded. Address bits A[2..0] are don't cares.
00000011	4 bytes, address bits A[7..2] are decoded. Address bits A[1..0] are don't cares.
00000001	2 bytes, address bits A[7..1] are decoded. Address bits A[0] is a don't care.
00000000	1 byte, address bits A[7..0] are decoded.

The Miscellaneous Configuration Bits, Byte 6, are shown in FIGURE 21C. Where:

PCDINT - Polarity CDROM Interrupt bit specifies polarity of CDROM interrupt input:

- 0 = CDROM interrupt is active low; and
- 1 = CDROM interrupt is active high.

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PSINT - Polarity Synthesizer Interrupt bit specifies
polarity of synthesizer interrupt input:

- 0 = synthesizer interrupt is active low; and
- 1 - synthesizer interrupt is active high.

5 CKD - Crystal Key Disable bit controls response of
Codec 100 to the Crystal Key Sequence:

CKD 0 = Enable - Codec 100 will Respond to
Crystal Key; and

10 PKD 1 = Disable - Codec 100 will NOT Respond
to Crystal Key.

PKD - Plug-n-Play Key Disable bit controls response
of Codec 100 to the PnP Key Sequence:

PKD0 = Enable - Codec 100 will Respond
to Pnp Key; and

15 PKD1 = Disable - Codec 100 will NOT Respond
to PnP Key.

RES - Reserved, always defined as zero (0);

PMINT - Polarity Modem Interrupt bit specifies
polarity of modem interrupt input:

- 20
- 0 = modem interrupt is active low; and
 - 1 = modem interrupt is active high.

XBUF - Transceiver buffer control:

XBUF = 0 Codec 100 drives data bus on reads
of CDROM addresses; and

25 XBUF = 1 Codec 100 tri-states data bus on
reads of CDROM addresses.

SD7DE - SD7 Disable:

SD7DE 0 - SD7-SDO driven during reads of
CDROM Alternate Base + 1; and

30 SD7DE 1 = SD7 tri-stated, SD6-SDO driven
during reads of CDROM Alternate Base +1.

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FIGURE 21D defines the bitfields of the Misc. Configuration Bits, Byte 7. This byte is copied to microcontroller 103 addresses 0x4002 on powerup and 0x34 on powerup or PNP_UPDATE command.

5 VCEN - Volume Control Enable - This bit is copied to the corresponding VCEN bit in microcontroller 103 register 0x34. The Firmware also uses this bit to enable up/down/mute external pushbutton volume control.

10 The Global Configuration Byte, Byte 8 is depicted in FIGURE 21E and is copied to 0x4003 on powerup. The actions taken based on the data in this byte occur at powerup in the EEPROM case and during a PNP_UPDATE command in the case of a host resource data shoot. NOTE: All defined bits other than D3 and D2 in register 0x40 are preserved. The bit decoding is as follows:

15 Reserved - These bits are reserved for future use and should be set to zero;
SPS - Serial Port Switch - This bit is copied to the corresponding SPS bit in microcontroller
20 103 register 0x40;
WTEN - Wave Table Enable - This bit is copied to the corresponding WTEN bit in microcontroller 103 register 0x40;
AIDIS - Alternate Input Disable - This bit,
25 when set, will cause SB initiated writes to registers I18, I19 to NOT be mapped to X0, X1 if IFM or WTEN are set;
VCF0 - This bit, along with the VCF1 bit, is used to specify which volume control button
30 scheme is used;

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VCF1 - This bit, along with the VCF0 bit, is used to specify which volume control button scheme is used; and

IFM - When this bit is set to a one the internal FM synthesizer is enabled.

Firmware Revision information bytes are used by the host to identify which patch is present in the part and what patch options are set.

Features Byte indicates major feature sets of the embedded microcode. Each bit in this byte represents a feature or feature set.

Firmware REVISION at 0x41BE byte indicates the current revision of the embedded microcode patch and is written 0x22 on powerup.

The Logical -to-Physical Device Mapping, Bytes 8-15, are used to map Logical Devices to Physical Devices. Each Logical Device has a byte associated with it. To map physical devices into a particular logical device a one is programmed into the corresponding bit location. TABLE 44 defines the mapping. The physical device bits are mapped the same as the Physical Device Activation register. As an example, to define Logical Device 0 as Sound System/Sound Blaster/Synth, Byte 0 should be written as a 0x43 to mapped the three physical devices to Logical Device 0.

TABLE 44

D7	D6	D5	D4	D3	D2	D1	D0	Logical Device	Default	Byte Offset
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	0	0x43	0
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	1	0x20	1
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	2	0x04	2
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	3	0x08	3
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	4	0x20	4

Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	5	0x80	5
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	6	0x00	6
Modem	SB	Game	CD	MPU	CTRL	Synth	WSS	7	0x00	7

5 Codec 100 EEPROM may also optionally include RAM
patch data starting at offset L+1 and continuing to N
(max = 0x43FD).

Because all implementations of Codec 100 will
require either a host resource load or EEPROM, the
default (ROM) resource data and configuration has been
10 minimized to save code space and therefore does not
contain a full set of Plug-n-Play resource data.
However, without an EEPROM, using the default ROM data,
Codec 100 will still be able to participate in a PnP or
Crystal Key sequence but will have no resource data to
15 report. An example of this feature follows:

Codec 100 ROM RESOURCE DATA

;** BEGIN Codec 100 RESOURCE DATA

NEW_KEY:

```

;      EEPROM Validation Bytes
20      DB      055H, 0BBH      ; EEPROM Validation Bytes
      DB      000H              ; EEPROM data length upper byte
      DB      02CH              ; lower byte, Listed Size of
Resource = 44

```

USER_DATA:

```

25      ;      Hardware Configuration Data (Resource Header)
      DB      000H              ; Address Mask - CDRom
      DB      003H              ; Address Mask - Modem
      DB      080H              ; Misc Config bits
      DB      000H              ; Reserved
30      DB      043H              ; Reserved
      DB      020H              ; Reserved
      DB      004H              ; Reserved
      DB      008H              ; Reserved

```

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DB 010H ; Reserved
DB 080H ; Reserved
DB 000H ; Reserved
DB 000H ; Reserved
5 DB 000H ; 00 = 4/08 = 8 peripheral port
size, XCTL0/XA2
DB 048H ; LINE, AUX1, AUX2 mapping -
RESERVED
DB 075H ; IRQ selection A & B - B = 7, A
10 = 5
DB 0B9H ; IRQ selection C & D - D = 11, C
= 9
DB 0FCH ; IRQ selection E & F - F = 15, E
= 12
15 DB 010H ; DMA selection A & B - B = 1, A
= 0
DB 003H ; DMA selection C - C =
3
; PnP Resource Header - Starts with Crystal PnP ID for Codec 100
20 IC
DB 00EH, 063H, 0A2H, 032H, 0FFH, 0FFH, 0FFH, 0D4H ; CSCI
232 FFFFFFFF
DB 00AH, 010H, 002H ; PnP version 1.0, Vender version
0.2
25 DB 082H, 008H, 000H, 'Codec 100', 000H ; ANSI ID
DB 079H, 03fH ; End of Resource Data, Checksum
; ** END Codec 100 RESOURCE DATA

As shown in FIGURE 19, Codec 100 interfaces to an external EEPROM device via Peripheral Port Interface 109.
30 The actual pins used are as follows. The XD0 pin connects to the EEPROM data pin and the XA0 pin connects to the EEPROM address pin. To XD0 pin is open-collector and therefore requires a 5K pull-up resistor. The interface is designed to be compatible with a variety of
35 EEPROM devices that are I²C compatible.

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Microcontroller 103 access to the EEPROM is enabled via the EPP bit in the Plug-n-Play Control/Status Register (microcontroller 103 address = 0x14). When the EPP bit is equal to one microcontroller 103 Port 1 pins 6 and 7 are enabled onto the XD0 and XA0 pins respectively. The only time in which microcontroller 103 enables access to the EEPROM is after a Codec 100 reset (RESDRV = 1 or PD1, PD0 = 10). In this instance, as part of a initialization sequence, microcontroller 103 checks for the existence of an EEPROM device. If a compatible EEPROM is found then its contents are loaded into Codec 100. Microcontroller 103 only reads EEPROM devices it does not have the ability to write EEPROM devices. Writing of the EEPROM is accomplished by using the IS A Bus EEPROM access port via Codec 100 Control Base + 1 register. The timing of the data and clock signals are determined by microcontroller 103 ROM code. The timing relationship between the clock and data are shown in FIGURE 22A. The state of the data line can change only when the clock line is low. A state change of the data line during the time that the clock line is high is used to indicate start and stop conditions.

Codec 100 supports a single EEPROM up to 2K bytes. EEPROM device read access is shown in FIGURE 22B. The timing follows that of a random read sequence. Prior to issuing the slave address with the R/W bit set to a one, Codec 100 first performs a "dummy" write operation. Codec 100 first generates a start condition followed by the slave device address and the byte address of zero.

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Sound Blaster or MPU-401 device then an interrupt (active low) is generated on the INT1 TRO input of

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cycle type (read/write). The trailing edge of microcontroller 103 read/write strobe tri-states (releases) the IOCHRDY line and the current IS A cycle is allowed to complete.

5 It is not required in all cases for microcontroller 103 to access the IS A Data Port immediately after receiving an interrupt. Microcontroller 103 may perform a number of processing tasks, while IOCHRDY holds off the IS A Bus, before the access to the IS A Data Port occurs
10 which releases IOCHRDY. However the amount of time in which IOCHRDY is asserted should be kept to a minimum to minimize the impact on system performance.

The Plug & Play block 106 maps the Sound Blaster functions into the IS A environment. The Sound Blaster
15 I/O map is shown in TABLE 45:

TABLE 45

I/O Address Base +	Description	Type
0	Left FM Status	Read
0	Left FM Register Address	Write
1	Left FM Data	Write
2	Right FM Status	Read
2	Right FM Register Address	Write
3	Right FM Status	Read
4	Mixer Register Address	Write
5	Mixer Data port	Read/Write
6	Reset DSP	Write
6	Reserved - Read back as 0xFF	Read
7	Reserved - Read back as 0xFF	Read
8	FM Status	Read
9	FM Register Address	Write
9	FM Data	Write
0xA	DSP Read Data Port	Read
0xB	DSP Read Data Port	Read

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0xC	DSP Command/Write	Write
0xC	DSP Write Buffer Status (Bit 7) DSP Read Data Port bits 6..0	Read
0xD	DSP Command/Write	Write
0xD	DSP Write Buffer Status (Bit 7) DSP Read Data Port bits 6..0	Read
E	Data Available Status (Bit 7) DSP Read Data Port bits 6..0	Read
F	Data Available Status (Bit 7) DSP Read Data Port bits 6..0	Read

The FM registers addresses 0-3 and 8-9 are maps to a synthesizer connected externally to Codec 100 via the External Peripheral Port 109. The Mixer Address and Data registers are mapped into the codec mixer by microcontroller 103. The DSP registers are used to send/receive Sound Blaster commands and data from microcontroller 103. Addresses 0xB, 0xD, and 0xF are aliases from addresses 0xA, 0xC, and 0xE respectively. Unused bits (6..0) at addresses 0xC, 0xD, 0xE, and 0xF are mapped to bits 6..0 in latch at address 0xA, B.

The Sound Blaster digital audio DMA functions are supported by the Windows Sound System codec (external to Codec 100). It should be noted that in the Sound Blaster mode (via a context switch) Codec 100 swaps the left right samples in the codec (capture and playback) so that they match the Sound Blaster standard.

The Sound Blaster mixer functions are mapped into codec mixer 204. This mapping is illustrated in FIGURE 31 and TABLE 46.

TABLE 46

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Register	D7	D6	D5	D4	D3	D2	D1	D0
00H	DATA RESET							
02H	RESERVED							
04H	VOICE VOLUME LEFT				VOICE VOLUME RIGHT			
06H	RESERVED							
08H	RESERVED							
0AH	X	X	X	X	X	MIC MIXING		
0CH	X	X	X			INPUT SELECT		X
0EH	X	X	DNF1	X	X	X	VSTC	X
20H	RESERVED							
22H	MASTER VOLUME LEFT				MASTER VOLUME RIGHT			
24H	RESERVED							
26H	FM VOLUME LEFT				FM VOLUME RIGHT			
28H	CD VOLUME LEFT				CD VOLUME RIGHT			
2AH	RESERVED							
2CH	RESERVED							
2EH	LINE VOLUME LEFT				LINE VOLUME RIGHT			

The mixer data are buffered by microcontroller 103 into internal memory. Then, during a time in which Codec 100 is holding the IS A bus via IOCHRDY, the appropriate codec mixer writes are done to affect the mixer change. This is done because microcontroller 103 cannot access the codec registers while DMA audio is being transferred to the codec 100. While IOCHRDY is asserted DMA activity to codec 100 is suspended and the Sound Blaster mixer registers are shadowed by microcontroller 103. The Input Filter, DNF1, and VSTC (mono/stereo) bits do not have a codec equivalent function and therefore are don't cares. Sound Blaster Mixer accesses operate as follows:

Mixer Write

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00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000

1. An IS A Bus write occurs to Sound Blaster Mixer
Address Register (Base +5);

Codec 100 drives IOCHRDY low to hold bus.

Data are put on PORT1 and a microcontroller 103
interrupt is generated;

microcontroller 103 reads the IS A Data Port
(External RAM address = 0) and stores address value
in local memory; and

IOCHRDY is released and the IS A Bus cycle
completes.

2. An IS A Bus write occurs to Sound Blaster Mixer
Data Register (Base +6);

Codec 100 drives IOCHRDY low to hold bus,
data are put on PORT1 and a microcontroller 103
interrupt is generated;

microcontroller 103 reads IS A Data Port
(External RAM address-0) and stores data value in
local memory; and

IOCHRDY is released and the IS A Bus cycle
completes.

3. Microcontroller 103 then writes codec 100
registers to perform mixer function that was specified.

Mixer Read

1. An IS A Bus write occurs to Sound Blaster Mixer
Address Register (Base +5);

Codec 100 drives IOCHRDY low to hold bus,
data are put on PORT1, and a microcontroller 103
interrupt is generated;

microcontroller 103 reads IS A Data Port
(External RAM address = 0) and stores addressed
value in local memory; and

```
2.  An IS A Bus read occurs to Sound Blaster Mixer
Data Register (Base +6);
```

```

        Codec 100 drives IOCHRDY low to hold bus,
data are put on PORT1, and microcontroller 103
interrupt is generated;

```

```

        microcontroller 103 writes Mixer Data Latch
(External RAM address = 0) with shadow Sound
Blaster mixer register contents; and

```

IOCHRDY is released and the IS A Bus cycle completes.

Sound Blaster interface 2300 further includes uses a hardware handshake mechanism 2304 for processing commands. The mixer does not use a handshake mechanism and is always assumed to be available for IS A bus accesses. Two handshake bits are used: Command Busy, and Data Available. The Command Busy is located in the Write Buffer Status Register (bit 7). The Data Available bit is located in the Data Available Status Register (bit 7). The Command Busy bit indicates when microcontroller 103 is busy processing a command. The Data Available bit is used to indicate when microcontroller 103 has responded to a command with some data. The handshake works as follows:

1. The Command Busy bit is generated by the logical OR of two independently controlled microcontroller 103 accessible bits; SB BUSY1 and SB BUSY 2;

```

        Writes to the Sound Blaster Command Register
(SB_Base + C) immediately set the Command Busy bit
(via SB_BUSY 1);

```

Microcontroller 103 reads and processes the command. Once the command is processed, a read of the Sound Blaster Data Register (External RAM address 0x01), by microcontroller 103, will clear this bit. This bit is set to a 1 on a reset (RESDRV); and

Writes to the Sound Blaster Reset Register (SB_Base + 6) with a D0 value of one immediately sets the Command Busy bit (via SB_BUSY 2).

Microcontroller 103 processes the reset command and clears the Command Busy bit by executing a write of microcontroller 103 address 0x8.

2. When microcontroller 103 writes data to the SB Data Register (microcontroller 103 External RAM address 0x02) the Data Available bit is set to a one. This bit is cleared once the Read Data Port (Sound Blaster base address + A) is read via the IS A bus. This bit defaults to 0 on reset.

Codec 100 supports Sound Blaster ADPCM 2:1, 3:1, and 4:1 decompression. When a ADPCM byte is transferred to Codec 100 via DMA, an interrupt is generated to microcontroller 103 via input TRO, and the data are latched. Microcontroller 103 is then able to read the data from the latch by reading from memory location 0xC.

The Sound Blaster RESET command is generated by writing a one to register index 6 and then writing index register 6 to a zero. In Codec 100 hardware detects the zero-one-zero transition and interrupts microcontroller 103 on the one-to-zero transition. The interrupt is acknowledged by microcontroller 103 reading the IS A Data Latch.

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In addition to the standard codec DMA request generation the Sound Blaster hardware has the capability of generating a DMA request via a number of commands. In Codec 100 microcontroller 103 detects these commands and writes microcontroller 103 External RAM address 0xE. The Sound Blaster hardware senses this write and generates a DMA Request on the IS A Bus. In addition microcontroller 103 may write a byte to the Sound Blaster Data Latch depending on which command is being responded to. The IS A Bus will in turn generate a DMA Acknowledge. If the DMA acknowledge is a read then the DMA request is cleared and the data that was written to the Sound Blaster Data Latch is put onto the IS A data bus. If the DMA acknowledge is a write then an interrupt is generated to microcontroller 103 microcontroller via INT1 and the data present on the IS A Data Bus is written into the Sound Blaster ADPCM Data Latch with the trailing edge of the IOW strobe. The leading edge of the IOW strobe clears the DMA Request. Microcontroller 103 responds to the interrupt by reading the Sound Blaster ADPCM Data Latch (microcontroller 103 address 0x0C).

In addition the Sound Blaster hardware may generate its own interrupt. This is accomplished by microcontroller 103 writing to External RAM address 0xFH which will generate an interrupt on the IS A bus. The Sound Blaster interrupt is cleared when a read from Sound Blaster Data Available Register (index 0xE). The MPU-401 has become the defacto standard for controlling MIDI devices via IBM-PC compatible personal computers.

A MPU401 logical device interface 104 occupies 2 I/O locations and utilizes 10-bit address decoding. The

standard base address is 330h. This device also requires an interrupt, typically 9.

Codec 100 implements the UART mode of the MPU-401 functionality. This mode is used to send and receive MIDI data to and from the host computer and a external MIDI device through interface 104. MPU-401 Interface 104 consists of two registers (Command/Status Register, Transmit/Receive Register) that are mapped into the host I/O space. MPU-401 interface 104 is idle until a Enter UART Mode command is written to the Command register. Once UART mode is entered, MIDI data are written to or read from the Transmit/Receive register a byte at a time. Microcontroller 103 stores the data in separate receive and transmit FIFO's. Each transfer of a byte into the receive FIFO should generate an interrupt to the host computer.

The Transmit (TXD) and Receive (RXD) pins of microcontroller 103, MPU 401 UART port 104 connect to the MIDI OUT and MIDI IN pins respectively. After power-up reset, the interface is in "non-UART" mode. Non-UART mode operation is defined as follows:

1. All writes to the Transmit Port, MPUbase+0, are ignored;
2. All reads of the Receive Port, MPUbase+0, return the last received buffer data; and
3. All writes to the Command Port, MPUbase+1, are monitored and acknowledged as follows:

- a. A write of 3Fh sets the interface into UART operating mode. An acknowledge is generated by putting an FEh into the receive buffer FIFO which generates an interrupt;

b. A write of A0-A7, ABh, ACh, ADh, AFh places an FEh into the receive buffer FIFO (which generates an interrupt) followed by a one byte write to the receive buffer FIFO of 00h for A0-A7, and ABh commands, 15h for ACh, 01h for ADh, and 64h for AFh commands; and

c. All other writes to the Command Port are ignored and an acknowledge is generated by putting an FEh into the receive buffer FIFO which generates an interrupt.

UART mode operation is defined as follows:

1. All writes to the Transmit Port, MPUbase+0, are placed in the transmit buffer FIFO. Whenever the transmit buffer FIFO is not empty, the next byte is read from the buffer and sent out the MIDOUT pin.

The Status Register, MPUbase+1, bit 6, TXS is updated to reflect the transmit buffer FIFO status;

2. All reads of the Receive Port, MPUbase+0, return the next byte in the receive buffer FIFO. When serial data are received from the MDIN pin, it is placed in the next receive buffer FIFO location. If the buffer is full, the last location is overwritten with the new data. The Status Register, MPUbase+1, bit7, RXS is updated to reflect the new receive buffer FIFO state;

3. A write to the Command Register, MPUbase+ 1, of FFh will return the interface to non-UART mode; and

4. All other writes to the Command Register, MPUbase+1, are ignored.

MPU-401 interface 104 also uses a hardware handshake mechanism. The MPU-401 interface incorporates receive

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and transmit FIFO's implemented by microcontroller 103. External handshake bits indicate to the host the current FIFO status. The two handshake bits are as follows: Transmit FIFO Full Flag, and Receive Buffer Empty Flag. The status of both flags is output onto the IS A bus in response to a read of the MPU Commands/Status Register (MPU-401 base address + 1). The flags function as follows:

1. Transmit FIFO Full Flag is set when a IS A write cycle occurs to the MPU-401 Transmit/Receive Data Port or the Command/Status Register. This flag is reset when a microcontroller 103 read of the MPU Data Register (External RAM address = 0x02) occurs; and

2. Receive Buffer Empty Flag is set to one when an IS A read cycle occurs to the Transmit/Receive Data Port. This flag is reset to zero when microcontroller 103 performs a write to the MPU Data Register (External RAM address = 0x02). This write also generates an interrupt on IS A bus. When an IS A Bus read of the Transmit/Receive Register occurs the interrupt will be cleared.

TABLES 47A-47E summarize the Sound Blaster/MPU 401 Hardware Interface Definition and Protocol.

TABLE 47A

Control Base +0	
Context Switching support with host assistance.	Definition

CONSW.	(0) Host does not assist in context-switches; Interrupt does not get generated upon context-switch. (1) Interrupt will get generated upon context-switch in order for host to assist in the switch.
Context Switching support without host assistance.	
	When host goes from using SB interface to using WSS interface, hardware generates microcontroller 103 interrupt with Port 1 = pContextSw1. Microcontroller 103 will acknowledge this interrupt by reading the IS A data register (0H0).

TABLE 47B

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PC DREQ generation.	
SB	<p>When microcontroller 103 writes data to the SB DMA register (OEH), the hardware will drive SB DREQ high.</p> <p>If the following DACK is part of a DMA write transfer (memory write/IO read), then the data in the SB DMA register (OEH) will be read. This mechanism is needed to help support SB command 0E2H.</p> <p>If the following DACK is part of a DMA read transfer (memory read/IO write), then microcontroller 103 will be interrupted. Microcontroller 103 gets the data being transferred by reading the IS A data register (0H). This also acknowledges the interrupt. This mechanism is needed to help support microcontroller 103 decode of DB ADPCM data.</p>
Six Status Bits.	
	This six status bits described below can be read by the 8052 from external 8052 address 0x3. Reading this register does not affect IS A bus accesses to the 4231 codec.
	Definition
SB_BUSY 1.	<p>Set when host writes SB COMMAND/DATA port. Cleared by 8052 dummy read of SB data register (1H)</p> <p>Internal Bit</p>
SB_BUSY 2	<p>Set when host writes a one to the SB base +6 port. Cleared by 8052 dummy write of the 8052 address 08H</p> <p>Internal Bit</p>

PC DREQ generation.		
CODEC INTERRUPT	Set when codec DMA counter reaches terminal count.	(0) No interrupt pending. (1) Interrupt pending.
ADPCM	Set when the Sound Blaster ADPCM data latch is written via the IS A Bus	(0) Data not valid (1) Data Valid.

TABLE 47C

5	Five 8052 data Registers.	
	IS A data register (0H)	Read by 8052 in response to interrupt caused by write to SB (Pro) or MPU-401. Written by 8052 in response to SB Pro Mixer Data Register read.
	SB data register (1H)	Written by 8052 when SB data are available; causes SB DATA AVAILABLE status bit to be set. Dummy read of this register clears SB WRITE BUSY status bit.
10	SB DMA register (0EH)	Written by 8052 when SB DMA data are available in response to SB Table Munge command. This particular 8052 write will also cause a SB DREQ.
	MPU-401 data register (2H)	Written by 8052 when MPU-401 data are available; causes MPU-401 RXS status bit to go low which causes MPU-401 IRQ to go high. Dummy reads of this register clears MPU-401 TXS bit.
15	SB ADPCM data register (0CH)	Written by IS A bus Sound Blaster DMA cycle.

TABLE 47D

Responses to the following Sound Blaster/MPU-401 cycles.
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Write to SB DSP RESET port.	Hardware detects valid SB DSP Reset sequence; i.e., write 1 to SB DSP RESET port, delay of at least 3 us, write 0 to SB DSP RESET port, and then interrupts the 8052. 8052 acknowledges interrupt by reading the IS A data register (OH).
Write to SB COMMAND/DATA port.	Hardware interrupts 8052 via INT1. 8052 acknowledges interrupt by reading the IS A data register (OH).
Read from SB READ DATA port.	Hardware brings or keeps SB DATA AVAILABLE status bit low; no 8052 interrupt required.
Read from SB DATA AVAILABLE port.	Hardware brings or keeps SB IRQ low; no 8052 interrupt required unless CODEC INT is active in which case hardware interrupts 8052 and 8052 acknowledges by reading the IS A data register (OH).
Write to SB Pro Mixer Address Register.	Hardware interrupts 8052 via INT1. 8052 acknowledges interrupt by reading IS A data register (OH).
Write to SB Pro Mixer Data Register.	Hardware interrupts 8052 via INT1. 8052 acknowledges interrupt by reading IS A data register (OH).
Read from SB Pro Mixer Data Register.	Hardware interrupts 8052 via INT1. 8052 acknowledges interrupt by writing IS A data register (OH).
IS A Bus DMA write to SB ADPCM data register	Hardware interrupts 8052 via TR0. 8052 acknowledges interrupt by reading ADPCM data register (OCH).
Write to MPU-401 DATA port.	Hardware interrupts 8052 via INT1. 8052 acknowledges interrupt by reading IS A data register (OH).
Read from MPU-401 DATA port.	Hardware brings or keeps MPU-401 RXS bit high; no 8052 interrupt required.

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Write to MPU-401 COMMAND port.	Hardware interrupts 8052 via INT1. 8052 acknowledges interrupt by reading IS A data register (OH).
--------------------------------------	--

5 FIGURES 24A-24L are diagrams of the bitfields of the
Sound Blaster/MPU-401 registers.

FIGURE 24A is a diagram of the IS A DATA READ/ MIXER
LATCH register at microcontroller address 0x00. This
microcontroller 103 address location is read by
microcontroller 103 in response to a IS A bus write cycle
10 to the Sound Blaster DSP Command Register, Mixer Address
Register, Mixer Data Register, or the MPU-401 Command
Register. When microcontroller 103 read strobe is low,
IS A bus data is enabled onto microcontroller 103
XDB[7:0] bus (FIGURE 3). A write to this location occurs
15 in response to read from the Mixer Data Port. The write
strobe of microcontroller 103 is used to clock the data
from XDB[7:0] into a latch. The output from the latch is
then enabled onto the IS A data bus where it is read.

FIGURE 24B is a diagram of the bitfields of the
20 Sound Blaster Data Latch register at microcontroller
address 0x01. This microcontroller 103 address location
is written by microcontroller 103 in response to a IS A
bus write to the Sound Blaster Command Register. The
write strobe of microcontroller 103 is used to clock the
25 data from XDB[7:0] into a latch. The output from the
latch is then enabled onto the IS A data bus where it is
read.

FIGURE 24C is a diagram of the bitfields of the
MPU-401 Receive Data Latch at microcontroller address
30 0x02. This microcontroller 103 address location is
written by microcontroller 103 in response to a IS A bus

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write to the MPU-401 Command Register or read by the IS A bus of the MPU-401 Transmit/Receive Register. The write strobe of microcontroller 103 is used to clock the data from XDB[7:0] into a latch. The output from the latch is then enabled onto the IS A data bus where it is read.

FIGURE 24D is a diagram of the bitfields of the STATUS REGISTER at Address 0x03. This microcontroller address location when read by microcontroller 103 returns the current status of the Sound Blaster, MPU-401 IS A bus handshake bits, codec interrupt, and Sound Blaster ADPCM data ready:

RXS-MPU-401 Receive Buffer Status 0=not empty,
1=empty;
TXS-MPU-401 Transmit Buffer Status 0=not full,
1=full;
SCB-Sound Blaster Command Busy 0=not busy,
1=busy;
SDA-Sound Blaster Data Available 0=no data
available, 1=data available;
CINT-Codec Interrupt Status 0=no interrupt
pending, 1=interrupt pending; and
SBAD Sound Blaster ADPCM Status 0=old ADPCM
data, 1=new ADPCM data.

FIGURE 24E is a diagram of the Reserved Registers at microcontroller Addresses 0x04 through 0x07.

FIGURE 24F is a diagram of the bitfields of Reset Sound Blaster Busy 2 at microcontroller 103 Address 0x08.

FIGURE 24G is a diagram of the bitfields of the Reset Sound Blaster Busy 2 register at microcontroller address 0x08. When this microcontroller 103 address is written, the Sound Blaster Command Busy 2 flag is forced to a zero.

FIGURE 24I is a diagram of the bitfields of the Sound Blaster ADPCM Data Latch at microcontroller 103 Address 0xC. This address is read in response to a Sound Blaster ADPCM DMA write (ADPCM Status bit=1 and TR0 interrupt active). A microcontroller 103 read of this address resets the ADPCM Status bit to a zero.

FIGURE 24J is a diagram of the bitfields of Set Sound Blaster Busy 1 at microcontroller 103 Address MD. When this microcontroller 103 address is written the Sound Blaster Command Busy 1 flag is forced to a one.

FIGURE 24K is a diagram of the bitfields of the Sound Blaster DMA Request Register at microcontroller 103 Address ME which is in response to a write of a DMA command to the Sound Blaster Command Register. The write strobe of microcontroller 103 is used to clock the data from XDB[7:0] into a latch which also results in a DMA Request being generated on the IS A bus. When the IS A bus responds via a DMA acknowledge, the data that was written to this register is enabled onto the IS A bus where it is read. The DMA request may also be cleared by microcontroller 103 performing a read of this register.

FIGURE 24L is a diagram of the bitfields of the Sound Blaster Interrupt Request Register at microcontroller 103 Address 0x0F. When this microcontroller 103 register is written an interrupt is generated on the IS A bus. The interrupt is cleared when the Sound Blaster DSP Data Port is read.

Control Register Interface

In the Control Logical Device space exists a set of registers for Codec 100 specific functions. These functions include EEPROM programming, power management modes, host interrupt generation, Sound Enhancement

control, SP/DIF control, and various other miscellaneous control bits. The control registers are summarized in TABLES 48A and 48B.

TABLE 48A

5	ADDRESS hex	D7	D6	D5	D4	D3	D2	D1	D0
	Control base +0	PM1	PM0	CONSW	PDC	PDP	PDM	JR●	JRO
10	Control base +1	PCDIN	PSIN T	ADC1	ADC0	PMINT	DIN/EE N	DOUT	CLK
	Control base +2	PDWN	SRC	VREF	MIX	ADC	DAC	PROC	FM
	Control base +3	CA7	CA6	CA5	CA4	CA3	CA2	CA1	CA1
15	Control base +4	CD7	CD6	CR5	CD●	CD3	CD2	CR1	CD0
	Control base +5	CR7	CR6	CR5	CR1	CR3	CR2	CR1	C●0
20	Control base +6	RE7	RE6	RE5	RE●	RE3	RE2	RE1	RE0
	Control base +7	CWSS	ICTR L	ISB	IWSS	IMPV	res	res	res
25	Control base +9-15	RESERVED							

TABLE 48B

Indirect Registers: (CI0 - CI255)

30	CA4-CA0	D7	D6	D5	D4	D3	D2	D1	D0
	CI0 default = 0x0	RWSS	res	res	res	res	res	res	res

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CA4-CA0	D7	D6	D5	D4	D3	D2	D1	D0
CI1 default = 0x88	V2	V1	V0	res	res	CID2	CID1	CID0
CI2 default = 0x0	SPC3	SPC2	SPC1	SPC0	CTR3	CTR2	CTR1	CTR0
CI3 default = 0x0	3DEN	3DMON	3DSP	QSEN	res	res	res	res
CI4 default = 0x0	S/PD IF	BLKST	U	V	res	res	res	res
CI5 default = 0x0	CS9	CS8	CS5	CS4	CS3	CS2	CS1	CS0
CI6 default = 0x0	CS25	CS24	CS15	CS14	CS13	CS12	CS11	CS10
CI7	FP7	FP6	FP5	FP4	FP3	FP2	FP1	FP0
CI8 default = 0x0	U	-	SPBS P	SBSC	WTEN	SPS	MCLKD IS	BRESET
CI9-CI26	RESERVED							
CI27	LOAM	LMS1	LMS0	-	LOA3	LOA2	LOA1	LOA0
CI28	res	res	res	res	res	res	res	res
CI29	ROAM	RMS1	RMS0	-	ROA3	ROA2	ROA1	ROA0
CI30- CI54	RESERVED							
CI55	-	-	-	ARE	Y2	X2	Y1	X2
CI56	X1-7	X1-6	X1-5	X1-4	X1-3	X1-2	X1-1	X1-0
CI57	X1-1 5	X1-14	X1-1 3	X1-12	X1-11	X1-10	X1-9	X1-8
CI58	Y1-7	Y1-6	Y1-5	Y1-4	Y1-3	Y1-2	Y1-0	Y1-0

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CA4-CA0	D7	D6	D5	D4	D3	D2	D1	D0
CI59	Y1-1 5	Y1-14	Y1-1 3	Y1-12	Y1-11	Y1-10	Y1-9	Y1-8
CI60	X2-7	X2-6	X2-5	X2-4	X2-3	X2-2	X2-2	X2-0
CI61	X2-1 5	X2-14	X2-1 3	X2-12	X2-11	X2-10	X2-9	X2-8
CI62	Y2-7	Y2-6	Y2-5	Y2-4	Y2-3	Y2-2	Y2-1	Y2-0
CI63	Y2-1 5	Y2-14	Y2-1 3	Y2-12	Y2-11	Y2-10	Y2-9	Y2-8
CI64-CI2 55	RESERVED							

Note: CI55-CI63 are only accessible in Test Mode 9 or Test Mode 10.

FIGURES 25A-25S and the accompanying text describe each of the Control Registers in detail.

FIGURE 25A is a diagram of the Miscellaneous Control Register (at base +0, default = 0x00000000).

Microcontroller 103 reads this register and controls the various functions accordingly. An IS A bus write of this register will also generate an interrupt to microcontroller 103 microcontroller via INT1. The bitfields can be described as follows.

JS1, JS0 These bits select among four joystick operating speeds:
0 0 = slowest speed;
0 1 - medium slow speed;
1 0 - medium fast speed;
1 1 = fastest speed

The CONSW bit controls host interrupt generation when a context switch occurs. The interrupt will only be passed through to the IS A bus if an interrupt resource was specified for Codec 100 logical device and the PnP

configuration manager mapped the interrupt. Thus setting CONSW to a one does not necessarily guarantee that an IS A bus interrupt will get generated on a context switch. The decoding is:

- 5 0 - no interrupt generated on context switch
- 1 - interrupt generated on context switch

The PM1, PM0 bits control the various power down modes of Codec 100:

- 0 0 = normal operation with bits PDC, PDP,
10 PDM enabled;
- 0 1 = A/D and D/A of codec are powered down.
 Analog mixer is still active in this mode, but
 gain/attenuation values are frozen. Bits PDC and
 PDM disabled;
- 15 1 0 = full Codec 100 power down. All Codec
 100 functions are disabled except reads and writes
 to this register. This is a software version of the
 RESDRV pin. A reset will be generated (all clocks
 disabled), and held, to all Codec 100 internal logic
20 including microcontroller 103 and all internal
 registers. The reset is released once these bits
 are written to 00 and the clocks are re-enabled; and
 1 1 = In this mode the A/D and D/A of the
 Codec, microcontroller 103, and the codec mixer
25 including VREF are all powered down.
 Microcontroller 103 is forced into idle mode. An
 interrupt to microcontroller 103 will cause
 microcontroller 103 to exit IDLE mode and resume
 normal operation, but the codec A/D, D/A, and mixer
30 will remained powered down. The mixer register
 settings are reset to default settings in this mode.
 When these bits are set to one all accesses to codec

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5 registers are disabled. When these bits are toggled from a 11 to a zero there will be a delay, caused by VREF capacitor charging, until the codec registers may be accessed reliably. The delay is determined by the capacitor value on the VREF pin and typically is on the order of 200ms.

The PDC bit (Power Down Codec) controls codec power down:

0 = Normal operation
10 1 = A/D and D/A functions of codec are powered down.; the codec interface remains active and registers, including mixer registers, may be read or written.

The PDP Power Down Processor bit:

0 = Normal operation
15 1 = microcontroller 103 is forced into idle mode. Any interrupts generated to microcontroller 103 (PnP, Sound Blaster, MPU-401, Context Switch) will cause microcontroller 103 to exit IDLE mode and resume normal operation. Microcontroller 103 will clear this bit when idle mode operation is exited.
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The PDM Power Down Mixer:

0 = Normal operation
1 = Mixer is powered down. While in this
25 mode the codec interface is enabled and the codec registers are accessible.

RES - The RES bits are reserved bits that may be required for future changes or additions. These bits should have physical storage elements associated with them.
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FIGURE 25B is a diagram of the Hardware Control Register (at address base +1, default = 0x10000000). This bitfield of this register can be described as follows:

- 5 The PCDINT (Polarity CDROM Interrupt) bit specifies polarity of CDROM interrupt input:
 0 = CDROM interrupt is active low; and
 1 = CDROM interrupt is active high.
- 10 The PSINT (Polarity Synthesizer Interrupt) bit specifies polarity of synthesizer interrupt input:
 0 = synthesizer interrupt is active low; and
 1 = synthesizer interrupt is active high.
- The PMINT (Polarity Modem Interrupt) bit specifies polarity of modem interrupt input:
- 15 0 - modem interrupt is active low; and
 1 = modem interrupt is active high.
- The ADC1, ADC0 (A/D Control 1,0) bits are used to control an additional analog mix/feedback path into the A/D converters:
- 20 00 = normal operation. A/D input from input mux/gain, stage. No mix of Input MLJX to output;
 01 = output from Input Mux is mixed into line outputs. A/Dinput is from Input Mux;
 10 = output from Input Mux is mixed into line outputs. A/D input is from line outputs; and
25 11 - reserved.

FIGURE 25C is a diagram of the Power Down Control Register (at address control base +2, default = 00000000). Microcontroller 103 reads this register and controls the various functions accordingly. An IS A bus write of this register will also generate an interrupt to microcontroller 103 via INT1. This register is decoded:

00000000 11000000 00000000 00000000

Full Power Down

Power down. When this bit is set to 1 Codec 100 is put into a full power down mode. All functions are disabled except reads and writes to this register. Microcontroller 103 is held reset and all clocks are disabled. When this bit is set to zero Codec 100 will resume normal operation after valid clocks are detected, VREF has reached the operating level, and a calibration cycle has been completed. Only the codec analog mixer registers are reset when this bit is set to a one. Due to the fact that microcontroller 103 is reset by this bit, internal registers may be changed as defined by microcontroller 103 start-up initialization sequence.

SRC

Power down of the Sample Rate Converter when set = 1. If the input sampling rate is at 44100Hz, the data will feed through unaffected.

REF

Power down of the reference voltage source when set = 1. The complete analog section of the device powers down. When VREF is powered up and the Mixer is powered down, Mono Bypass Mode is functional. A pop on

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the line outputs will always occur if this bit is set even if the master volume is muted. When this bit is set to one all accesses to codec registers are disabled and when toggled from a one to a zero there will be a delay, caused by VREF capacitor charging, until the codec registers may be accessed reliably. This delay is determined by the capacitor value on the VREF pin and typically is on the order of 200ms.

MIXER Power down of the mixer analog section when set = 1. All op amps except for the MONO in and MONO out op amps are powered down, all analog inputs and outputs are centered around VREF, if VREF is enabled and not powered down. A reset is not required to maintain the calibrated state if the mixer is powered down and VREF is powered up.

ADC Power down of the A/D converter, decimator, A/D SRC, and A/D compression circuitry. Capture timing is disabled.

DAC Power down of the DAC, switch cap filter, interpolator, SRC, decompressor circuitry, FM engine, serial port circuitry. Playback timing is disabled.

MC Microcontroller 103 is put into IDLE mode Any interrupts generated to microcontroller 103 (PnP, Sound

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Blaster, MPU-401, Context Switch)
will cause microcontroller 103 to
exit IDLE mode and resume normal
operation.

- 5 FM Power down of the FM synthesis
 engine.

NOTE: Software should mute the ADC, DAC, FM and
Mixer outputs when asserting or deasserting any power
down modes to prevent clicks and pops.

- 10 FIGURE 25D is a diagram of the bitfields of the
Control Address/Index Register (at address, base +3,
default = 00000000). The Control Address/Index Register
is used to specify an index into a set of extended
control registers, discussed further below. Once a
15 particular register index has been specified the register
may be accessed by reading or writing the Control Data
Register. Bits D7..D4 are decoded and must be zero's to
access the extended control registers.

- 20 FIGURE 25E is a diagram of the bitfields of Control
Data Register (at address base +4, default = 00000000).
The Control Data Register is used to access data from an
extended control register that is specified in the
Control Address/Data Register.

- 25 FIGURE 25F is a diagram of the bitfields of the
Command Register (at address base +5, default =
00000000). This register is used to control various
functions of Codec 100. A Command is executed after the
appropriate Command identifier is written to this
register. When this register is either read or written
30 via the IS A bus an interrupt will occur to
microcontroller 103 via INT1. The support commands are
listed below:

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	DISABLE_PNP (0x55)	This command is used to disable Codec 100 Plug & Play function so that Codec 100 may operate in non-PnP environments.
5	DISABLE_CSC (0x56)	This command is used to disable Codec 100 "Crystal Key" back door mechanism so that Codec 100 may operate in multiple Codec 100 environments in which the
10		"Crystal Key" is used to configure a Codec 100.
	UPDATE_PNP (0x5A)	This command is used to force an update of the current values that specify the settings for mapping inputs to Codec 100 mixer as well as the settings for IS A Bus interrupt and DMA mapping and configuration data for all Codec 100 logical
15		devices. If the current settings were changed due to a Program RAM load then this command will force the new settings to be transferred to the hardware. This command will
20		also disable any logical devices, including the Control Port, that are active at the time this command is sent.
25		
30	RAM_LOAD (0xAA)	This command is used to read/write the Program Ram. Once the 0xAA command is

received Codec 100 expects the following two bytes to specify a starting address location. This starting address location specifies where data are to be written into or read from the Program RAM. The first byte following the command byte specifies the low byte of a 16-bit RAM load start address and the second byte specifies the high byte. Subsequent bytes are then written to RAM (Write Cycle to the Program RAM Access Register) or read from the RAM (Read Cycle to the Program RAM Access Register). After each byte is transferred, the RAM address pointer is automatically incremented to point to the next location. Data will continue to be written to or read from the RAM until the Program RAM Access End Register is written. The data written to the Program RAM Access End Register is a don't care.

SOFTWARE RESET (0x59)

When this value is written to Codec 100 Control Port microcontroller 103 will be forced to jump to ROM location 0x0000. This will cause all the

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hardware configuration registers to be reset back to an off state. The function of any multi-function pins will be unchanged by this command. If a Legacy Mode EEPROM is present, then the hardware configuration registers are re-programmed according to the data contained in the EEPROM. If a Legacy Mode EEPROM is not present then the configuration registers must be setup by a host load or PnP configuration sequence.

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SUSPEND REQUEST
(0x33)

When this value is written to Codec 100 Control Port microcontroller 103 will copy the current microcontroller 103 state into the area of RAM that is used to store the Plug-n-Play resource data. This command will cause Codec 100 to hold IOCHRDY low until microcontroller 103 has been copied to RAM.

20

25

SUSPEND (0x3C) When this value is written to Codec 100 Control Port microcontroller 103 will enter IDLE mode.

RESUME (0xCC) When this value is written to Codec 100 Control Port microcontroller 103 will exit from IDLE mode and restore the state of microcontroller 103 from RAM.

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FIGURE 25G is a diagram of the bitfields of the Program RAM Access End Register (at address base +6, default = 00000000). This register is used to end access to the Program RAM memory of Codec 100. When this register is written via the IS A bus, an interrupt will occur to microcontroller 103 via INT1.

FIGURE 25H is a diagram of the bitfields of the Status Register (at address base +7, default = 00000000). The bitfields decoding is as follows:

CSS (Context Switch Status) bit indicates current operating mode of Codec 100:

- 0 = Sound Blaster; and
- 1 = Sound System.

The CSI (Context Switch Interrupt Status) bit indicates current status of Context Switch Interrupt:

- 0 = no interrupt pending; and
- 1 = interrupt pending.

The SBI (Sound Blaster Interrupt Status) bit indicates current status of Sound Blaster Interrupt:

- 0 = no interrupt pending; and
- 1 = interrupt pending.

The CDECI (Codec Interrupt Status) bit indicates current status of Codec Interrupt:

- 0 = no interrupt pending; and
- 1 = interrupt pending.

The MPUI (MPU401 Interrupt Status) bit indicates current status of MPU-401 Interrupt:

- 0 = no interrupt pending; and
- 1 = interrupt pending.

The Control Indirect Registers (C10-C131) are summarized in TABLE 48B above. The individual registers can now be described in further detail

FIGURE 25I is a diagram of the bitfields of the Miscellaneous Control at Control Index register (C0, default = 00000000). The bitfields decoding is as follows:

- 5 RWSS Reset code registers. Resets all codec registers to zero while this bit is set to a one. When this bit is set back to zero then all codec registers are reset to default values.
- 10 res Reserved.

FIGURE 25J is a diagram of the bitfields of the Version/ID at Control Index register (C1, default = 10000100). This read only register shadows the current contents of codec indirect register I25. This register holds the current chip identifier and version number where:

- 15 V2-V0 Version number. See above for a description of these bits.
- res Reserved
- 20 CID2-CID0 Chip Identification.

FIGURE 25K is a diagram of the bitfields of SRS Control Register at Control Index (C2, default = 00000010). The bitfield decodings are:

- 25 SPC (Space) 3-0, SRS processed signal gain termed "SPACE". The least significant bit represents -1.5dB, the attenuation range is from 0 dB to - 22.5 dB, with 0000 = (0 dB or min attenuation). TABLE 49A associates the SPC register values with the resulting attenuation.

- 30 CNT (Center) 3-0, SRS processed signal gain termed "CENTER". The least significant bit represents -1.5 dB, the attenuation range is from 0 dB to - 22.5 dB, with

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0000 = (0 dB or min attenuation). TABLE 49B associates the CNT register values with the resulting attenuation.

When the SRS/MONO bit is set to a one this register is reset to 00100000.

5

TABLE 49A

	SPC	SPC	SCP	SCP	LEVEL
	3	2	1	0	
0	0	0	0	0	0dB
1	0	0	0	1	-1.5dB
2	0	0	1	0	-3.0dB
3	0	0	1	1	-4.5dB
4	0	1	0	0	-6.0dB
5	0	1	0	1	-7.5dB
6	0	1	1	0	-9.0dB
7	0	1	1	1	-10.5dB
8	1	0	0	0	-12.0dB
9	1	0	0	1	-13.5dB
10	1	0	1	0	-15.0dB
11	1	0	1	1	-16.5dB
12	1	1	0	0	-18.0dB
13	1	1	0	1	-19.5dB
14	1	1	1	0	-21.0dB
15	1	1	1	1	-22.5dB

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TABLE 49B

	CNT	CNT	CNT	CNT	LEVEL
	3	2	1	0	
0	0	0	0	0	0dB
1	0	0	0	1	-1.5dB
2	0	0	1	0	-3.0dB

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3	0	0	1	1	-4.5dB
4	0	1	0	0	-6.0dB
5	0	1	0	1	-7.5dB
6	0	1	1	0	-9.0dB
7	0	1	1	1	-10.5dB
8	1	0	0	0	-12.0dB
9	1	0	0	1	-13.5dB
10	1	0	1	0	-15.0dB
11	1	0	1	1	-16.5dB
12	1	1	0	0	-18.0dB
13	1	1	0	1	-19.5dB
14	1	1	1	0	-21.0dB
15	1	1	1	1	-22.5dB

15

FIGURE 25L is a diagram of the bitfields of 3D Sound Control Register at Control Index (C3, default = 00000000). The field decodings are as follows:

20

3DEN When this bit is set to 1, the 3D Audio DSP is enabled and will process any stereo signal from the Digital Mixer. The processed signal is converted by the DAC to "3D" stereo analog 2 channel audio data. The 3D Audio DSP will process either SRS or QSound based on which ROM codec is selected.

25

3DMON When this bit is set to 1, the SRS Mono to Stereo DSP is enabled instead of the SRS Stereo DSP, and will process any mono or stereo signal from the Digital Mixer. The processed signal is converted by the DAC to "pseudo" stereo analog 2 channel audio data. The 3DEN bit must be set to 1, on Codec 100.

30

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3DSP When this bit is set to 1, the
 digital data to the Serial Port is
 from the 3D Audio DSP. When this bit
 is set to 0, the digital data to the
 Serial Port is from the A/D
 converter.

QSEN This bit when set to a one will
 enable the QSound circuitry.

Res Reserved for future use.

Note: SRS MONO - When the Mono to Stereo function is
selected, the "Space" and "Center" bits in register C2
are blocked from writing to, and the registers are set to
the default values - "Space" -3 dB or 0010 and "Center" 0
dB or 0000.

FIGURE 25M is a diagram of the bitfields of the
S/PDIF Control Register at Control Index (C4, default =
00000000). The decodings are as follows:

SPDIF When this bit is set to 1 and the indirect
 register I16 is set to 1 (Serial Port
 enable), the digital data to the Serial Port
 is formatted to the S/PDIF protocol. When
 this bit is set to 0 and the indirect
 register I16 SPEN bit is set to a 1 (Serial
 Port enable), the Serial Port transmits the
 standard format digital data from the A/D or
 3D data as selected by the 3DSP bit in
 register C3.

BLKST A low to high transition specifies a new
 channel status block boundary.

(Block Start)

U U Bit is a user defined bit.

V Validity Bit. Indicates whether the audio sample is suitable for conversion to an analog signal.

res Reserved for future use

FIGURE 25N is a diagram of the bitfields of S/PDIF Channel Status Data - 0 at Control Index (C5, Default = 00000000). The bitfields are decoded as follows:

CS0 0 = Consumer;

CS1 Audio:

0 = Digital Audio; and

1 = Non - Audio Data;

CS2 Copy/Copyright:

0 = copy inhibited/copyright asserted; and

1 = copy permitted/copyright not

asserted;

CS3-CS4 Pre-emphasis:

00 - defines no pre-emphasis - if CS0 = 0 (digital audio); and

1 = 50/15us pre-emphasis;

CS5 Lock: Source Sample frequency:

0 = locked; and

1 = unlocked;

CS24 Fs: Sample frequency 0 = 44.1 kHz; and

CS25 Fs: Sample frequency 0 - 44.1 kHz.

FIGURE 25O is a diagram of the bitfields of S/PDIF Channel Status Data - 1 at Control Index (C6) (Default = 00000000). The bitfields are decoded as follows:

CS15 L Bit Generation Status:

0 = Original; and

1 = 1st Generation or higher; and

CS8-CS14 Category Code:

0000000 General;
0000001 Experimental;
0001xxx Solid State Memory;
001xxxx Broadcast Reception;
5 010xxxx Digital/Digital converters;
01100xx A/D converters w/o copy info;
01101xx A/D converters w/ copy info
-(using Copy and L bits);
0111xxx Broadcast reception;
10 100xxx Laser-Optical;
101xxxx Musical Instruments;
110xxxx Magnetic tape or disk; and
111xxxx Reserved.

FIGURE 25P is a diagram of the bitfields of FAB
15 Port ID at Control Index (C7, Default = 00000000). In
order to track the various FAB ports of Codec 100 this
register is updated each time any changes are done to the
current revision in order to accommodate FAB specific
requirements.

20 FB7-FBO = 0x00 FAB 1;
0x01 FAB 2;
0x02 FAB 3; and
0x03 FAB 4.

FIGURE 25Q is a diagram of the bitfields of
25 Wavetable and Serial Port at Control Index (C8, Default =
00000000). The bitfield encodings are as follows:

SBSP Sound Blaster Swap Playback - when
this bit is set to a zero the current
ordering of samples for DMA playback
30 are swapped relative to the current
defined format;

SBSC Sound Blaster Swap Capture - when
this bit is set to a one the current
ordering of samples for DMA capture
are swapped relative to the current
defined format;

res Reserved;

WTEN Wavetable Enable - When this bit is set to a
one the XD7:XD5 pins are switched to support
a wavetable interface as shown in TABLE 50:

TABLE 50

WTEN	0	1
Pin 1	XD7 - Bi-directional	DATA - Input
Pin 2	XD6 - Bi-directional	LRCLK - Input
Pin 3	XD5 - Bi-directional	MCLK - Output
Pin 4	XD4 - Bi-directional	Defined by SPS
Pin 5	XD3 - Bi-directional	Defined by SPS
Pin 6	XD2 - Bi-directional	Defined by SPS
Pin 7	XD1 - Bi-directional	Defined by SPS
Pin 8	XD0 - Bi-directional	XD0 - Bi-directional

SPS Serial Port Switch - When this bit is
set to a one and the SPE bit in
register I16 is set to a one the DSP
serial port pins are switched from
the second joystick pins to the XD
pins as shown in TABLE 51. If SPS is
a zero and the SPE bit in register
I16 is set to a one the DSP serial
port pins are routed to the second
joystick pins. If the SPE bit in
register I16 is a zero then the

serial port pins do not appear
anywhere.

TABLE 51

SPS	0	1
Pin 1	XD7 - Bi-directional	WTEN Defined
Pin 2	XD6 - Bi-directional	WTEN Defined
Pin 3	XD5 - Bi-directional	WTEN Defined
Pin 4	XD4 - Bi-directional	FSYNC - Output
Pin 5	XD3 - Bi-directional	SDOUT - Output
Pin 6	XD2 - Bi-directional	SDIN - Input
Pin 7	XD1 - Bi-directional	SCLK - Output
Pin 8	XD0 - Bi-directional	XD0 - Bi-directional

If either WTEN or SPS are set to a one then the XBUF
bit in CDROM Interface Control Register at
microcontroller 103 address 0x34 is forced to a one.

MCLKDIS When this bit is set to a one, and the
wavetable serial interface is enabled by
WTEN = 1, the MCLK pin to the wavetable
device is synchronously forced to zero.
MCLK will remain a zero until MCLKDIS is set
to zero. At this time MCLK will
synchronously be enabled; and

BRESET When this bit is set to a one the BRESET pin
is forced to zero. This is to allow
microcontroller 103 and host control of
external devices connected to the BRESET
pin;

FIGURE 25R is a diagram of the bitfields of Left
Output Master Volume at Control Index (C27, default =
001x0000) where:

LOA3-LOA0 are the Left Output Master Volume bit LOA0 is the least significant bit and represents 2dB steps. The range is +12db to -18db; and LMS1:LMS0 are the Left Output Mixer Summer

5 Attenuation bits and:

0	0	-12dB;
0	1	0dB;
1	0	-6dB; and
1	1	-18dB.

10 FIGURE 25S is a diagram of the bitfields of Right Output Master Volume at Control Index (c29, default = 001x000) where:

ROA3-ROA0 are the Right Output Master Volume bits.

15 ROA0 is the least significant bit and represents 2dB steps. The range is +12dB to -18dB; and

RMS1:RMS0 Right Output Mixer Summer Attenuation where:

0	0	-12dB
0	1	0dB
1	0	-6dB
1	1	-18dB.

20

Codec Interface

25 Codec Interface 107 includes logic that enables access to the registers located in the core from either the IS A bus (through Plug-n-Play configuration registers) or microcontroller 103. FIGURE 26 is a diagram emphasizing Codec Interface 100.

30 The Sound System Codec software interface consists of 4 I/O locations starting at the Plug and Play address values 'WSSbase' shown in TABLE 52A, and supports 12-bit address decoding. If the upper address bits, SA12-SA15 are used, they must be a 0 to decode a valid address.

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The SS Codec also requires one interrupt and one or preferably two DMA channels, one for playback and one for capture. Since the SS Codec and Sound Blaster device are mutually exclusive, the two devices share the same interrupt and DMA playback channel.

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TABLE 52A Direct Registers: WSSbase (R0-R3)

Address	D7	D6	D5	D4	D3	D2	D1	D0
WSSbase + 0	R0	INIT	MCE	TRD	IA1	IA3	IA2	IA1
WSSbase + 1	R1	ID7	ID6	ID5	ID4	ID3	ID2	ID1
WSSbase + 2	R2	CU/L	CL/R	CRDY	SER	PU/L	PL/R	PRDY
WSSbase + 3	R3	CD7/P	CD6/P	CD5/P	CD4/P	CD3/P	CD2/P	CD1/P
		D7	D6	D5	D4	D3	D2	D1
								D0

TABLE 52B Indirect Registers: (C10:I31)

IA4-IA0	D7	D6	D5	D4	D3	D2	D1	D0
I0	LSS1	LSS0	LMGE	-	LAG3	LAG2	LAG1	LAG0
I1	RSS1	RSS0	RMGE	-	RAG3	RAG2	RAG1	RAG0
I2	LX1M	LX11M	LX1MM	LX1G	LX1G3	LX1G2	LX1G1	LX1G0
				4				
I3	RX1M	RX11M	-	RX1G	RX1G3	RX1G2	RX1G1	RX1G0
				4				

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IA4-IA0	D7	D6	D5	D4	D3	D2	D1	D0
I4	LX2M	LX21M	-	LX2G 4	LX2G3	LX2G2	LX2G1	LX2G0
I5	RX2M	RX21M	-	RX2G 4	RX2G3	RX2G2	RX2G1	RX2G0
I6	LDM	LDA6	LDA5	LDA4	LDA3	LDA2	LDA1	LDA0
I7	RDM	RDA6	RDA5	RDA4	RDA3	RDA2	RDA1	RDA0
I8	FMT1	FMT0	C/L	S/M	CFS2	CSF1	CSF0	C2S1
I9	CPIO	PPIO	-	CAL1	CAL0	SDC	CEN	PEN
I10	XCTL1	XCTL0	OSM1	OSM0	DEN	DTM	IEN	-
I11	COR	PUR	ACI	DRS	ORR1	ORR0	ORL1	ORL0
I12	-	MODE2	MODE3	-	ID3	ID2	ID1	ID0
I13	LBA5	LBA4	LBA3	LBA2	LBA1	LBA0	-	LBE
I14	PUB7	PUB6	PUB5	PUB4	PUB3	PUB2	PUB1	PUB0
I15	PLB7	PLB6	PLB5	PLB4	PLB3	PLB2	PLB1	PLB0
I16	-	TE	CMCE	PMCE	SF1	SF0	SPE	DACZ

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IA4-IA0	D7	D6	D5	D4	D3	D2	D1	D0
I17	TEST	TEST	TEST	TEST	APAR	-	XTALE	HPF
I18	LLM	LLM	LMM	LLG4	LLG3	LLG2	LLG1	LLG0
I19	RLM	RLM	RLMM	RLB4	RLG3	RLG2	RLG1	RLG0
I20	TL7	TL6	TL5	TL4	TL3	TL2	TL1	TL0
I21	TU7	TU6	TU5	TU4	TU3	TU2	TU1	TU0
I22	SRE	DIV5	DIV4	DIV3	DIV2	DIV1	DIV0	CS2
I23	XA3	XA2	XA1	XA0	XRAE	XA4	-	ACF
I24	-	TI	CI	PI	CU	CO	PO	PU
I25	V2	V1	V2	-	-	CID2	CID1	CID0
I26	MIM	MOM	MBY	-	MIA3	MIA2	MIA1	MIA0
I27	-	-	-	-	-	-	-	-
I28	FMT1	FMT0	C/L	S/M	-	-	-	-
I29	-	-	-	-	-	-	-	-
I30	CUB7	CUB6	CUB5	CUB4	CUB3	CUB2	CUB1	CUB0
I31	CLB7	CLB6	CLB5	CLB4	CLB3	CLB2	CLB1	CLB0

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TABLE 52C Extended Registers: (X0:X17)

XA3- XA0	D7	D6	D5	D4	D3	D2	D1	D0
X0	LL2M	LL2IM	LL2OM	LL2G4	LL2G3	LL2G2	LL2G1	LL2G0
X1	RL2M	RL2IM	RL2OM	RL2G4	RL2G3	RL2G2	RL2G1	RL2G0
X2	LMIM	LMM	LMBST	LMCG4	LMCG3	LMCG2	LMCG1	LMCG0
X3	RMIM	RMM	RMBST	RMC4	RMC3	RMC2	RMC1	RMC0
X4	MMR	LIS1	LIS0	IFM	ISO	IS1	MTE	-
X5	MOMR	RIS1	RIS0	DIFM1	-	-	-	-
				C				
X6	LFMM	-	LFMA5	LFMA4	LFMA3	LFMA2	LFMA1	LFMA0
X7	RFMM	-	RFMA5	RFMA4	RFMA3	RFMA2	RFMA1	RFMA0
X8	LSPOM	-	LSPA5	LSPA4	LSPA3	LSPA2	LSPA1	LSPA0
X9	RSPOM	-	RSPA5	RSPA4	RSPA3	RSPA2	RSPA1	RSPA0
X10	SLBE	-	RLBA5	RLBA4	RLBA3	RLBA2	RLBA1	RLBA0
X11	LDIM	RDIM	SRCE	-	-	-	-	-

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XA3- XA0	D7	D6	D5	D4	D3	D2	D1	D0
X12	SRAD7	SRAD6	SRAD5	SRAD4	SRAD3	SRDA2	SRAD1	SRDA0
X13	SRDA7	SRDA6	SRDA5	SRDA4	SRDA3	SRDA2	SRDA1	SRDA0
X14	LDDM	LDD6	LDD5	LDD4	LDD3	LDD2	LDD1	LDD0
X15	RDDM	RDD6	RDD5	RDD4	RDD3	RDD2	RDD1	RDD0
X16	LBM	-	LB5	LB4	LB3	LB2	LB1	LB0
X17	RBM	-	RB5	RB4	RB3	RB2	RB1	RB0
X25	V2	V1	V1	res	res	CID2	CID1	CID0

The WSS Codec functions 204 include FIFOs 121 and 122 (FIGURE 1) 16-sample FIFOs in both the playback and capture digital audio data paths. The FIFOs are transparent and have no programming associated with them.

When playback is enabled, playback FIFO 121 continually requests data until the FIFO is full, and then makes requests as positions inside the FIFO are emptied, thereby keeping as full as possible. Thus, when Codec 100 cannot respond within a sample period, the FIFO starts to empty, avoiding a momentary loss of audio data output to the IS A bus. If the FIFO runs out of data, the last valid sample can be continuously output to the DACs (if DACZ in register I16 is set) which will eliminate pops from occurring.

When capture is enabled, capture FIFO 121 continually makes requests to the IS A bus every sample period thereby attempting to remain empty. Thus, when codec 100 cannot respond within a sample period, capture FIFO 121 starts filling, thereby avoiding a loss of data in the audio data stream.

Four I/O mapped locations (block 107, FIGURE 1) are available for accessing the Codec functions and mixer. The control registers allow access to status, audio data, and all indirect registers via the index registers. The IOR and IOW signals are used to define the read and write cycles respectively. A PIO access to the Codec begins when the host puts an address on the IS A bus which matches WSSbase and drives AEN low. The WSSbase register is programmed during a Plug and Play configuration sequence. Once a valid base address has been decoded then the assertion of IOR will cause the WSS Codec to drive data on the IS A data bus lines. Write cycles

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require the host to assert data on the IS A data bus lines and strobe the IOW signal. The WSS Codec will latch data into the PIO register on the rising edge of the IOW strobe.

5 The audio data interface typically uses DMA request/grant pins to transfer the digital audio data between WSS Codec 204 functions and the bus. The WSS Codec 204 is responsible for asserting a request signal whenever the Codec's internal buffers need updating. The
10 bus responds with an acknowledge signal and strobes data to and from the Codec, 8 bits at a time. The WSS Codec functions keep the request pin active until the appropriate number of 8-bit cycles have occurred to transfer one audio sample. Note that different audio
15 data types require a different number of 8-bit transfers.

 The second type of parallel bus cycle from WSS Codec 204 is a DMA transfer. DMA cycles are distinguished from PIO register cycles by the assertion of a DRQ, while AEN is inactive, followed by an acknowledgment by the host by
20 the assertion of DACK. While the acknowledgment is received from the host, WSS Codec 204 assumes that any cycles occurring are DMA cycles and ignores the addresses on the address lines.

 WSS Codec 204 may assert the DMA request signal at
25 any time. Once asserted, the DMA request will remain asserted until a complete DMA cycle occurs. DMA transfers may be terminated by resetting the PEN and/or CEN bits in the Interface Configuration register (I9), depending on the DMA that is in progress (playback,
30 capture, or both). Termination of DMA transfers may only happen between sample transfers on the bus. If DRQ goes active while resetting PEN and/or CEN, the request must

be acknowledged with DACK and a final sample transfer completed.

Mapping of the WSS Codec DRQ and DACK onto the IS A bus is accomplished by the Plug and Play configuration registers. If the Plug and Play resource data specifies only one DMA channel for the Codec (or the codec is placed in SDC mode discussed below) then both the playback and capture DMA requests should be routed to the same DRQ/DACK pair (DMA Channel Select 0). If the Plug and Play resource data specifies two DMA channels for the Codec, then the playback DMA request will be routed to the DMA pair specified by the DMA Channel Select 0 resource data, and the capture DMA requests will be routed to the DMA pair specified by the DMA Channel Select 1 resource data.

WSS Codec 204 supports a single and a dual DMA channel mode. In dual DMA channel mode, playback and capture DMA requests and acknowledges occur on independent DMA channels. In dual DMA mode, SDC should be set to 0. The Playback- and Capture-Enables (PEN, CEN, I9) can be changed without a Mode Change Enable (MCE, R0). This allows for proper full duplex control where applications are independently using playback and capture.

When two DMA channels are not available, the SDC mode forces all DMA transfers (capture or playback) to occur on a single DMA channel (playback channel). The trade-off is that the WSS Codec will no longer be able to perform simultaneous DMA capture and playback.

To enable the SDC mode, set the SDC bit in the Interface Configuration register (I9). With the SDC bit asserted, the internal workings of the WSS Codec remain

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exactly the same as dual mode, except for the manner in which DMA request and acknowledges are handled.

5 The playback of audio data will occur on the
playback channel exactly as dual channel operation;
however, the capture audio channel is now diverted to the
playback channel. Alternatively stated, the capture DMA
request occurs on DMA channel select 0 for WSS Codec 204.
(In MODE 2, the capture data format is always set in
10 register I28.) If both the both playback and capture
are enabled, the default will be playback. SDC does not
have any affect when using PIO accesses.

As discussed briefly above, Windows Sound System
codec 204 is mapped via four locations. The I/O base
address, WSSbase, is determined by the Plug and Play
15 configuration. The WSSbase supports four direct
registers, shown in TABLE 52A. The first two direct
registers are used to access 32 indirect registers shown
in TABLE 52B. The Index Address register (WSSbase+0)
points to the indirect register that is accessed through
20 the Indexed Data register (WSSbase+1).

The Master Volume Control uses a 26-step linear
mapping of 2dB per step. The Sound Blaster Mixer Master
Fader Control uses the non-linear Sound Blaster mapping
with a range of 0dB to -28dB in eight steps.

25 The IS A bus writes to the Sound Blaster Mixer
Master address and Volume change button pushes are mapped
to the CODEC_MASTER_OUT registers, I27A and I29A. The
Sound Blaster mixer range is implemented as a gain
reduction to the current CODEC Master Volume setting.
30 Thus, the Master Volume setting of +2dB will allow a 2dB
to -26dB Sound Blaster Master Out control gain range. A
Master Volume setting of -30dB will allow a -30db to

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-36dB range for the Sound Blaster Master Out control. In all cases, moving the Sound Blaster Master Out Control to the bottom of its range (zero or one) will cause a CODEC mute. Also the lowest CODEC Master Volume step (twenty
5 six) will cause a CODEC mute.

The default for the Master Volume control is 0dB. The default for the Sound Blaster Master Out Control is -11dB.

The UP/DOWN/MUTE pins are accessible by
10 microcontroller 103 at Port 3 when the VCEN bit has been set to a one at microcontroller 103 address 0x34. FIGURE 8, discussed briefly above, generally describes the bit fields of Port 3. Once VCEN =1, microcontroller 103
15 access to Port 3 will return the current data present on the UP/DOWN/MUTE pins (TTL levels).

The 26-step volume control is implemented using a 26 byte table which maps the numbers 0-25 with the Summer and Gain settings.

The user changes the Sound Blaster Master Volume by
20 using IS A bus writes to the Sound Blaster mixer (external) mapped at I/O addresses 0x224 and 0x225.

The embedded code uses a combination of 2 groups of internal RAM variables and the I27A/I29A codec registers to accomplish Master volume control. The user hits
25 buttons and the embedded code increments or decrements a count to keep track of the Master volume. This value is then combined with the appropriate mode fader (SB Master volume for Sound Blaster mode or WSS Master volume for Windows Sound System mode) to arrive at the final
30 register value which will be written to the Codec registers I27A and I29A 205. TABLE 53 defines the Codec

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Master Map which correlates index values, register values
and dB settings.

Master Volume Algorithm:

dCodecMasterVoil/R + dWSSMasterVoil/*R = "index
into CODEC_MASTER_MAP_TABLE"

"CODEC_MASTER_MAP_TABLE Register Value" =
I27A/I29A value.

*It is assumed that because the driver will
vary the Codec Master Volume that the WSS
Master Volume will not be used and therefore
will always remain at its default value of 0
(db). Because of this the dWSSMasterVoil and
dWSSMasterVoilR values can be ignored when
handling the Master Volume Control.

TABLE 53

Index Value	Register Value	dB Setting
0	20H	-02 dB
1	21H	+0C dB
2	22H	+08 dB
3	23H	+06 dB
4	41H	+04 dB
5	42H	+04 dB
6	43H	0 dB
7	44H	-02 dB
8	45H	-04 dB
9	46H	-06 dB
10	47H	-08 dB
11	48H	-10 dB
12	49H	-12 dB
13	4AH	-14 dB
14	4BH	-16 dB
15	4CH	-18 dB
16	4DH	-20 dB

Index Value	Register Value	dB Setting
18	0FH	-22 dB
18	4FH	-24 dB
19	0DH	-26 dB
20	0EH	-28 dB
21	0FH	-30 dB
22	6DH	-32 dB
23	6EH	-34 dB
24	6FH	-36 dB
25	EFH	MUTE

To read the Codec Master volume:

1. Read dCodecMasterVoll/dCodecMasterVolR (using a RAM Internal Access command) to obtain Index Value.
2. Convert Index Value to dB setting using the CODEC_MASTER_MAP_TABLE.

To write the Codec Master volume:

1. Receive user dB setting;
2. Convert dB setting to Index Value based on CODEC_MASTER_MAP_TABLE;
3. Convert dB setting to Register Value based on CODEC_MASTER_MAP_TABLE;
4. Write dCodecMasterVoll/dCodecMasterVolR registers with Index Value (using new RAM Internal Access command);
5. Write dLMasterHold/dRMasterHold registers with the Register Value (using new RAM Internal Access command); and
6. Perform Hold/Go OR Write I27/I29 via the Hold/Go mechanism using the Register Value. (Any Hold/Go sequence will cause I27/I29 registers to be updated with the register values in dLMasterHold/dRMasterHold).

Example: The Codec Master Volume Buttons are set at Max (+ 12 dB) volume. If a 0x16 is written to dWSSMasterVolL and dWSSMasterVolR via the control port commands, then the Master output level will be -32 dB.

In both Sound Blaster mode and WSS mode, the user may change the CODEC Master Volume via pins connected to physical switches or buttons. There are four different "button schemes" supported by the Codec 100.

The user selects one of these four schemes by setting the VCF1 and VCF0 bits in the Hardware Configuration Data, Global Configuration Byte, contained in external EEPROM.

In the first scheme, the Up and Down pins are connected to momentary SPST switches and the Mute pin connected to a Push on/push off SPST switch. This scheme is selected by setting VCF1 and VCF0 to 00. The first scheme provides the functionality described in TABLE 54.

TABLE 54

Up Button Push	+2dB volume increase
Up Button Hold	+2dB volume increase every 500ms (approx.)
Down Button Push	-2dB volume decrease
Down Button Hold	-2dB volume decrease every 500ms (approx.)
Mute Button Push On	Mute On
Mute Button Push Off	Mute Off

* Pushing the Up button or the Down button will NOT un-mute Codec 204 if it was muted.

In the second scheme, the Up, Down and Mute pins are connected to momentary SPST switches and is selected by setting VCF1 and VCF0 to 01. TABLE 55 describes button operations in this scheme.

TABLE 55

Up Button Push	+2dB volume increase
Up Button Hold	+2dB volume increase every 500ms (approx.)
Down Button Push	-2dB volume decrease

Down Button Hold	-2dB volume decrease every 500ms (approx.)
Mute Button Push	Toggles Mute on or off
Mute Button Hold	No affect

- * Pushing the Up button or the Down button will un-mute the Codec if it was muted.

In the third scheme, the Up and Down pins are connected to momentary SPST switches and the Mute pin is NOT connected. This scheme is selected by setting VCF1 and VCF0 to 10. TABLE 56 describes the button operations in this scheme.

TABLE 56

Up Button Push	+2dB volume increase
Up Button Hold	+2dB volume increase every 500ms (approx.)
Down Button Push	-2dB volume decrease
Down Button Hold	-2dB volume decrease every 500ms (approx.)
Up and Down Button Push	Toggles Mute on or off
UP and Down Button Hold	No affect

- * Pushing the Up button or the Down button will un-mute the Codec if it was muted.

In the fourth scheme, the Mute and Down pins are connected to momentary SPST switches. The Mute pin is connect to the Up button momentary SPST switch. The Up pin is NOT connected. This scheme is selected by setting VCF1 and VCF0 to 11. Button functionality for the fourth scheme is described in TABLE 57.

TABLE 57

Up Button Push (Mute pin)	+2dB volume increase
Up Button Hold (Mute pin)	+2dB volume increase every 500ms (approx.)
Down Button Push	-2dB volume decrease
Down Button Hold	-2dB volume decrease every 500ms (approx.)
Up and Down Button Push	Toggles Mute on or off

UP and Down Button Hold	No affect
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- * Pushing the Up button or the Down button will un-mute the Codec if it was muted.

FIGURE 27A-27BB and the accompanying text describe
5 Codec Register 107 in further detail.

FIGURE 27A is a diagram of the bitfield Index
Address Register at address (WSSbase + 0, R0). The
bitfields are described below:

- 10 IA4-IA0 Index Address: These bits define the address
 of the indirect register accessed by the
 Indexed Data register (R1). These bits are
 read/write;
- 15 IA4 Allows access to indirect registers 16-31.
 Only available MODE 2. In MODE 1, this bit
 is reserved;
- 20 TRD Transfer Request Disable: This bit, when
 set, causes DMA transfers to cease when the
 INT bit of the Status Register (R2) is set.
 Independent for playback and capture
 interrupts:
 0 - Transfers Enabled (playback and capture
 DRQs occur uninhibited); and
 1 - Transfers Disabled (playback and capture
25 DRQ only occur if INT bit is 0);
- 30 MCE Mode Change Enable: This bit must be set
 whenever the current mode of WSS Codec 204
 is changed. The Data Format (I8, I28) and
 Interface Configuration (I9) registers
 cannot be changed unless this bit is set.
 The exceptions are CEN and PEN which can be
 changed "on-the-fly". The DAC output is
 muted when MCE is set; and

INIT WSS Codec Initialization: This bit is read
as 1 when Codec 204 is in a state in which
it cannot respond to parallel interface
cycles. This bit is read-only.

5 Immediately after RESET (and once WSS Codec 204 has
left the INIT state), the state of this register is:
010x0000 (binary - where 'x' indicates unknown). During
initialization and software power down (PML,0 = 01), this
register cannot be written and always reads 10000000
10 (80h).

FIGURE 27B is a diagram of the bitfield of Indexed
Data Register (at address WSSbase+1, R1). The bitfield
decoding is as follows:

15 ID7-ID0 Indexed Data register: These bits are the
indirect register referenced by the Indexed
Address register (R0).

During initialization and software power down of WSS
Codec 204, this register cannot be written and is always
read 10000000 (80h).

20 FIGURE 27C is a diagram of the bitfield Status
Register (at address WSSbase+2, R2, Read Only). The
bitfield decodings are:

25 INT Interrupt Status: This indicates the status
of the internal interrupt logic of WSS Codec
204. This bit is cleared by any write of
any value to this register. The IEN bit of
the Pin Control register (I10) determines
whether the state of this bit is reflected
on the IRQ pin assigned to the WSS Codec:
30 Read States:

- 0 - Interrupt inactive; and
- 1 - Interrupt active;

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PRDY Playback Data Ready. The Playback Data register (R3) is ready for more data. This bit would be used when direct programmed I/O data transfers are desired:

5 0 - Data still valid. Do not overwrite; and
 1 - Data stale. Ready for next host data write value;

PL/R Playback Left/Right Sample: This bit indicates whether data needed is for the Left channel or Right channel in all data formats except ADPCM. In ADPCM it indicates whether the first two or last two bytes of a 4-byte set (8 ADPCM samples) are needed:

10 0 - Right or 3/4 ADPCM byte needed; and
 I - Left, Mono, or 1/2 ADPCM byte needed;

15 PU/L Playback Upper/Lower Byte: This bit indicates whether the playback data needed is for the upper or lower byte of the channel. In ADPCM it indicates, along with PL/R, which one of the four ADPCM bytes is needed:

20 0 - Lower or 1/3 ADPCM byte needed; and
 I - Upper, any 8-bit format, or 2/4 ADPCM byte needed;

25 SER Sample Error: This bit indicates that a sample was not serviced in time and an error has occurred. The bit indicates an overrun for capture and underrun for playback. If both the capture and playback are enabled, the source which set this bit cannot be

30 determined. However, the Alternate Feature

Status register (I24) can indicate the exact source of the error;

CRDY Capture Data Ready. The Capture Data register (R3) contains data ready for reading by the host. This bit would be used for direct programmed I/O data transfers:

0 - Data are stale. Do not reread the information; and

1 - Data are fresh. Ready for next host data read;

CL/R Capture Left/Right Sample: This bit indicates whether the capture data waiting is for the Left channel or Right channel in all audio data formats except ADPCM. In ADPCM it indicates whether the first two or last two bytes of a 4-byte set (8 ADPCM samples) are waiting:

0 - Right or 3/4 ADPCM byte available; and

1 - Left, Mono, or 1/2 ADPCM byte available CU/L; and

CU/L Capture Upper/Lower Byte: This bit indicates whether the capture data ready is for the upper or lower byte of the channel. In ADPCM it indicates, along with CL/R, which one of four ADPCM bytes is available:

0 - Lower or 1/3 ADPCM byte available; and

1 - Upper, any 8-bit format, or 2/4 ADPCM byte available.

Note on PRDY/CRDY: These two bits are designed to be read as one when action is required by the host. For example, when PRDY is set to one, the device is ready for more data; or when the CRDY is set to one, data are

available to the host. The definition of the CRDY and PRDY bits are therefore consistent in this regard.

The PIO Data register is two registers mapped to the same address. Writes to this register sends data to the Playback Data register. Reads from this register will receive data from the Capture Data register.

During initialization and software power down of WSS Codec 204, this register cannot be written and is always read 10000000 (80h).

FIGURE 27D is a diagram of the bitfield Capture I/O Data Register (at address WSSbase + 3, R3, Read Only). The bitfield encodings are as follows:

CD7-CD0 Capture Data Port. This is the control register where capture data are read during programmed I/O data transfers.

The reading of this register will increment a state machine so that the following read will be from the next appropriate byte in the sample. The exact byte which is next to be read can be determined by reading the Status register (R2). Once all relevant bytes have been read, the state machine will point to the last byte of the sample until a new sample is received from ADCs 111. Once the Status register (R2) is read and a new sample is received from the FIFO, the state machine and Status register (R2) will point to the first byte of the new sample.

During initialization and software power down of WSS Codec 204, this register cannot be written and is always read 10000000 (80h).

FIGURE 27E is a diagram of the bitfield of Playback I/O Data Register (at address WSSbase+3, R3, Write Only).

PD7-PD0 Playback Data Port. This is the control register where playback data are written during programmed IO data transfers.

Writing data to this register will increment the playback byte tracking state machine so that the following write will be to the correct byte of the sample. Once all bytes of a sample have been written, subsequent byte writes to this port are ignored. The state machine is reset after the Status register (R2) is read, and the current sample is sent to the DACs 110 via the FIFOs 122.

The indirect registers are accessed by placing the appropriate index in the Index Address register (R0) and then accessing the Indexed Data register (R1) discussed above. A detailed description of each indirect register is given below. All reserved bits should be written zero and may be 0 or 1 when read. Note that indirect registers 16-31 are only available when the MODE 2 bit in MODE and ID register (I12) is set.

FIGURE 27F is a diagram of the bitfield of Left ADC Input Control (I0, default = 000x0000). The field decodings for this register are:

LAG3-

LAG0	Left ADC Gain. The least significant bit represents +1.5dB, with 0000 = 0dB;
res	Reserved. Must write 0, could read as 0 or 1;
LMGE	Left Mic Gain Enable: This bit enables the 20dB gain stage of the left mic input signal, LMIC.LWSS1-LWSS0;
LWSS1-	

LWSS0 Left ADC Input Source Select. These bits select the input source

for the left ADC channel:

- 0 - Left Line: LLINE;
- 1 - Left Auxiliary 1: LAUX12;
- 2 - Left Microphone: LMIC3; and
- 3 - Left Line Output Loopback.

FIGURE 27G is a diagram of the bitfield of Right ADC Input Control (I1, default = 000x0000). The bitfield decodings are:

- RAG3-RAG0 Right ADC Gain. The least significant bit represents +1.5dB, with 0000 = 0dB;
- res Reserved. Must write 0, could read as 0 or 1;
- RMGE Right Mic Gain Enable: This bit enables the 20dB gain stage of the right mic input signal, RMIC; and
- RWSS1-
RWSS0 Right ADC Input Select. These bits select the input source for the right ADC channel:
 - 0 - Right Line: RLINE;
 - 1 - Right Auxiliary 1: RAUX1;
 - 2 - Right Microphone: RMIC; and
 - 3 - Right Line Out Loopback.

FIGURE 27H is a diagram of the bitfield of Left Auxiliary #1 Input Control (I2, default = 1xx01000). The bitfield decoding for this register is:

- LX1G4-
LX1G0 Left Auxiliary #1, LAUX1, Mix Gain. The least significant bit represents 1.5dB, with 01000 = 0dB;

res Reserved. Must write 0, could read
as 0 or 1; and
LX1M Left Auxiliary #1 Mute. When set to
1, the left Auxiliary #1 input,
LAUX1, to the mixer, is muted.

FIGURE 27I is a diagram of the bitfield of Right
Auxiliary #1 Input Control (I3, default = 1xx01000). The
bitfields are:

RX1G4-

RX1G0 Right Auxiliary #1, RAUX1, Mix Gain. The
least significant bit represents 1.5dB, with
01000 = 0dB;

res Reserved. Must write 0, could read
as 0 or 1; and

RX1M Right Auxiliary #1 Mute. When set to
1, the right Auxiliary #1 input,
RAUX1, to the mixer, is muted.

FIGURE 27J is a diagram of the bitfield of Left
Auxiliary #2 Input Control (I4, default = 1xx01000). The
bitfield decodings are:

Left Auxiliary #2, LAUX2, Mix Gain. The least
significant bit represents 1.5dB, with
01000= 0dB;

res Reserved. Must write 0; and

LX2M Left Auxiliary #2 Mute. When set to 1, the
left Auxiliary #2 input, LAUX2, to the
mixer, is muted.

FIGURE 27K is a diagram of the bitfields of Right
Auxiliary #2 Input Control (I5, default = 1xx01000). The
bitfields decodings are:

RX2G4-

RX2G0 Right Auxiliary #2, RAUX2, Mix Gain. The least significant bit represents 1.5dB, with 01000 = 0dB;

res Reserved. Must write 0, could read as 0 or 1; and

RX2M Right Auxiliary #2 Mute. When set to 1, the right Auxiliary #2 input, RAUX2, to the mixer, is muted.

FIGURE 27L is a diagram of the bitfield of Left DAC Output Control (I6, default = 1x000000).

LDA5-

LDA0 Left DAC Attenuator. The least significant bit represents -1.5dB, with 000000 = 0dB;

res Reserved. Must write 0, could read as 0 or 1; and

LDM Left DAC Mute. When set to 1, the left DAC output to the mixer will be muted.

FIGURE 27M is a diagram of the bitfield of Right DAC Output Control (I7, default = 1x000000). The bitfields are decoded as:

RDA5-RDA0 Right DAC Attenuator. The least significant bit represents -1.5 dB, with 000000 = 0dB;

res Reserved. Must write 0, could read as 0 or 1; and

RDM Right DAC Mute. When set to 1, the right DAC output to the mixer will be muted.

FIGURE 27N is a diagram of the bitfield of Fs and Playback Data Format (I8, default = 00000000). The bitfield decoding is as follows:

5 C2SL Clock 2 Source Select: This bit selects the clock source used for the audio sample rates for both capture and playback. Note that this bit can be disabled by setting SRE in I22. C2SL can only be changed while MCE (R0) is set:

10 0 - XTAL1 Typically 24.576MHz; and
1 - XTAL2 Typically 16.9344MHz;

CFS2-
CFS0 Clock Frequency Divide Select: These bits select the audio sample frequency for both capture and playback. The actual audio sample frequency depends on which clock source (C2SL) is selected and its frequency. Frequencies listed as N/A are not available because their sample frequency violates the maximum specifications; however, the decodes are available and may be used with crystals that do not violate the sample frequency specifications. Note that these bits can be disabled and controlled by I22. CFS2-CFS0 can only be changed while MCE (R0) is set:

15

20

25

		XTAL1	XTAL2
	Divide	24.576MHz	16.9344MHz
	0 - 3072	8.0 kHz	5.51 kHz
	1 - 1536	16.0 kHz	11.025 kHz
	2 - 896	27.42 kHz	18.9 kHz
	3 - 768	32.0 kHz	22.05 kHz
	4 - 448	N/A	37.8 kHz

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5 - 384 N/A 44.1 kHz
6 - 512 48.0 kHz 33.075 kHz
7 - 2560 9.6 kHz 6.62 kHz; and

S/M Stereo/Mono Select: This bit determines how the audio data streams are formatted. Selecting stereo will result in alternating samples representing left and right audio channels. Mono playback plays the same audio sample on both channels. Mono capture only captures data from the left channel. In MODE 1, this bit is used for both playback and capture. In MODE 2, this bit is only used for playback, and the capture format is independently selected via I28. MCE (R0) or PMCE (I16) must be set to modify S/M:
0 - Mono; and
1 - Stereo

C/L, FMT1, and FMT0 bits set the audio data format as shown in TABLE 58. In MODE 1, FMT1, which is forced low, FMT0, and C/L are used for both playback and capture. In MODE 2, these bits are only used for playback, and the capture format is independently selected via register I28. MCE (R0) or PMCE (I16) must be set to modify the lower four bits of this register. See Changing Audio Data Formats section for more details.

TABLE 58

FMT	FMT	C/L	Audio Data Format
†D7	0	D5	
	D6		
0	0	0	Linear, 8-bit unsigned

5

0	0	1	u-law, 8-bit commanded
0	1	0	Linear, 16-bit two's complement, Little Endian
0	1	1	A-law, 8-bit commanded
1	0	0	RESERVED
1	0	1	ADPCM, 4-bit, IMA compatible
1	1	0	Linear, 16-bit two's complement, Big Endian
1	1	1	RESERVED
†FMT1 is not available in MODE 1 (forced to 0)			

10

FIGURE 270 is a diagram of the bitfield of Interface Configuration (I9, default = 00x01000). The bitfields are decoded as follows:

15

PEN Playback Enable. This bit enables playback. The WSS Codec will generate a DRQ and respond to DACK signal when this bit is enabled and PPIO = 0. If PPIO = 1, PEN enables PIO playback mode. PEN may be set and reset without setting the MCE bit:
0 - Playback Disabled (playback DRQ and PIO inactive); and
1 - Playback Enabled;

20

CEN Capture Enabled. This bit enables the capture of data. WSS Codec 204 will generate a DRQ and respond to DACK signal when CEN is enabled and CPIO = 0. If CPIO = 1, CEN enables PIO capture mode. CEN may be set and reset without setting the MCE bit:
0 - Capture Disabled (capture DRQ and PIO inactive); and

25

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- 1 - Capture Enabled;
- SDC Single DMA Channel: This bit will force BOTH capture and playback DMA requests to occur on the Playback DMA channel. This bit
- 5 forces WSS Codec 204 to use one DMA channel. Should both capture and playback be enabled in this mode, only the playback will occur:
- 0 - Dual DMA channel mode; and
- 1 - Single DMA channel mode;
- 10 CAL1,0 Calibration: These bits determine which type of calibration WSS Codec 204 performs whenever the Mode Change Enable (MCE) bit, R0, changes from 1 to 0. The number of sample periods required for calibration is listed in parenthesis:
- 15 0 - No calibration (0, 40 the first time);
- 1 - Converter calibration (136);
- 2 - DAC calibration (40); and
- 3 - Full calibration (168);
- 20 PPIO Playback PIO Enable: This bit determines whether the playback data are transferred via DMA or PIO:
- 0 - DMA transfers; and
- I - PIO transfers;
- 25 CPIO Capture PIO Enable: This bit determines whether the capture data are transferred via DMA or PIO:
- 0 - DMA transfers; and
- I - PIO transfers.
- 30 This register, except bits CEN and PEN, can only be written while in Mode Change Enable (either MCE or PMCE).

FIGURE 27P is a diagram of the bitfields of Pin Control (I10, default = 0000000x). The bitfields are:

- res Reserved. Must write 0, could read as 0 or 1;
- 5 IEN Interrupt Enable: This bit enables the interrupt pin. The Interrupt pin will reflect the value of the INT bit of the Status register (R2). The interrupt pin is active high:
- 10 0 - Interrupt disabled; and
 1 - Interrupt enabled;
- DTM DMA Timing Mode. Mode 2 only. When set, causes the current DMA request signal to be deasserted on the rising edge of the IOW or IOR strobe during the next to last byte of a DMA transfer. When DTM = 0 the DMA request is released on the falling edge of the IOW or IOR during the last byte of a DMA transfer;
- 15 transfer;
- 20 DEN Dither Enable: When set, triangular pdf dither is added before truncating the ADC 16-bit value to 8-bit, unsigned data. Dither is only active in the 8-bit unsigned data mode:
- 25 0 - Dither enabled; and
 1 - Dither disabled;
- OSM1-
- OSM0 These bits are enabled by Setting SRE = 1 in register I22. These bits in combination with DIV5-DIV0 and CS2 (I22) determine the current sample rate of WSS Codec 204 when SRE = 1:
- 30

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- 00 - $12\text{kHz} < F_s \hat{=} 24\text{ kHz}$;
- 01 - $F_s > 24\text{ kHz}$;
- 10 - $F_s \hat{=} 12\text{ kHz}$; and
- 11 - reserved; and.

5 XCTL1-XCTL0 XCTL Control:

- 0 - TTL logic low on XCTL1,0 pins; and
- 1 - TTL logic high on XCTL1,0 pins.

FIGURE 27Q is a diagram of the bitfields of Error Status and Initialization (I11, Read Only, default = 00000000). The bitfields are decoded as:

10 00000000).

ORL1-

ORL0

Overrange Left Detect: These bits determine the overrange on the left ADC channel. These bits are updated on a sample by sample basis:

15

- 0 - Less than -1.5dB;
- 1 - Between -1.5dB and 0dB;
- 2 - Between 0dB and 1.5dB overrange; and
- 3 - Greater than 1.5dB overrange;

20

ORR1-

ORR0

Overrange Right Detect: These bits determine the overrange on the Right ADC channel:

25

- 0 - Less than -1.5dB;
- 1 - Between -1.5dB and 0dB;
- 2 - Between 0dB and 1.5dB overrange; and
- 3 - Greater than 1.5dB overrange;

DRS

DRQ Status: This bit indicates the current status of the DRQs assigned to the WSS Codec:

30

- 0 - Capture AND Playback DRQs are presently inactive; and

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1 - Capture OR Playback DRQs are presently active;

5 ACI Auto-calibrate In-Progress: This bit indicates the state of calibration:
 0 - Calibration not in progress; and
 1 - Calibration is in progress;

10 PUR Playback underrun: This bit is set when playback data has not arrived from the host in time to be played. As a result, if DACZ = 0, the last valid sample will be sent to DACs 110. This bit is set when an error occurs and will not clear until the Status register (R2) is read; and

15 COR Capture overrun: This bit is set when the capture data has not been read by the host before the next sample arrives. The old sample will not be overwritten and the new sample will be ignored. This bit is set when an error condition occurs and will not

20 clear until the Status register (R2) is read.

25 The SER bit in the Status register (R2) is simply a logical OR of the COR and PUR bits. This enables a polling host CPU to detect an error condition while checking other status bits.

FIGURE 27R is a diagram of the bitfield of ODE and ID (I12, default = 10xx1010). The bitfields are decoded as follows:

30 ID3-ID0 Codec ID: These four bits indicate the ID and initial revisions of the codec. Further revisions are expanded in indirect register 25. These bits are read only:

0001 - Rev A; and

1010 - Rev B;

```
res      Reserved.  Must write 0, could read
          as 0 or 1;
```

5 MODE 2 MODE 2: Enables the expanded mode of the
 [CS4232] Codec 100. Must be set to enable
 access to indirect registers 16-31 and their
 associated features:

0 - MODE 1: CS4248 "look-alike"; and

```
10          1 - MODE 2: Expanded features.
```

FIGURE 27S is a diagram of the bitfield of Loopback Control (I13, default = 000000x0). The bitfields of this register are decoded as follows:

```

15          LBE      Loopback Enable: When set to 1, the ADC data
                    are digitally mixed with data sent to the
                    DACs:

```

0 - Loopback disabled; and

```
1 - Loopback enabled;
```

```

                res      Reserved.   Must write 0, could read as 0 or
20                1; and

```

T.BA5-

25 LBA0 Loopback Attenuation: These bits determine
 the attenuation of the loopback from ADC to
 DAC. The least significant bit represents
 -1.5dB, with 000000 = 0dB.

FIGURE 27T is a diagram of the bitfield of Playback Upper Base (I14, default = 00000000). The bitfields of this register are decoded as follows:

	PUB7-PUB0	Playback Upper Base: This register is
30		the upper byte which represents the 8
		most significant bits of the 16-bit
		Playback Base register. Reads from

this register return the same value which was written. The Current Count registers cannot be read. When set for MODE 1 or SDC, this register is used for both the Playback and Capture Base registers.

5

FIGURE 27U is a diagram of the bitfield of Playback Lower Base (I15, default = 00000000). The bitfields of this register are decoded as Follows:

10 PLB7-PLB0 Lower Base Bits: This register is the lower byte which represents the 8 least significant bits of the 16-bit Playback Base register. Reads from this register return the same value which was written. When set for MODE 1 or SDC, this register is used for both the Playback and Capture Base registers.

15

FIGURE 27V is a diagram of the bitfield of Alternate Feature Enable I (I16, default = 00000000). The bitfields of this register are decoded as follows:

20

DACZ DAC Zero: This bit will force the output of the playback channel to AC zero when an underrun error occurs:
1 - Go to center scale; and
0 - Hold previous valid sample;
SPE Serial Port Enable. When enabled, audio data from the ADCs is sent out SDOUT and audio data from SDIN is sent to the DACs:
1 - Enable serial port; and

25

30

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		0 - Disable serial port. IS A Bus used for audio data;
	SF1, SF0	Serial Format. Selects the format of the serial port when enabled by SPE:
5		0 - 64-bit enhanced;
		1 - 64-bit;
		2 - 32-bit; and
		3 - Reserved;
	PMCE	Playback Mode Change Enable. When set, it allows modification of the stereo/mono and audio data format bits (D7-D4) for the playback channel, I8. MCE in R0 must be used to change the sample frequency;
10		
	CMCE	Capture Mode Change Enable. When set, it allows modification of the stereo/mono and audio data format bits (D7-D4) for the capture channel, I28. MCE in R0 must be used to change the sample frequency in I8;
15		
	TE	Timer Enable: This bit, when set, will enable the timer to run and interrupt the host at the specified frequency in the timer registers; and
20		
	OLB	Output Level Bit: Provided for backwards compatibility, internally providing a typical output full-scale voltage of 2.8Vpp.
25		

FIGURE 27W is a diagram of the bitfield of Alternate
Feature Enable II (I17,default = 0000x000). The
bitfields of this register are decoded as follows:

HPF High Pass Filter: This bit enables a
DC-blocking high-pass filter in the
digital filter of the ADC. This
filter forces the ADC offset to 0:
0 - disabled; and
1 - enabled;

XTALE Crystal Enable;
res Reserved. Must write 0, could read
as 0 or 1;

APAR ADPCM Playback Accumulator Reset.
While set, the Playback ADPCM
accumulator is held at zero. Used
when pausing a playback stream; and
Factory Test. These bits are used
for factory testing and must remain
at 0 for normal operation.

FIGURE 27X is a diagram of the bitfield of Left Line
Input Control (I18, default = 1xx01000). The bitfields
of this register are described as follows:

LLG4-LLG0 Left line, LLINE, Mix Grain. The
least significant bit represents
1.5dB, with 01000 = 0dB;
res Reserved. Must write 0, could read
as 0 or 1; and
LLM Left Line Mute. When set to 1, the
left Line input, LLINE, to the mixer,
is muted.

FIGURE 27Y is a diagram of the bitfield of Right
Line Input Control (I19, default = 1xx01000). The
bitfields of this register are decoded as follows:

RLG4-

RLG0 Right Line, RLINE, Mix Gain. The least significant bit represents 1.5dB, with 01000 = 0dB;

res Reserved. Must write 0, could read as 0 or 1; and

RLM Right Line Mute. When set to 1, the Right Line input. RLINE, to the mixer, is muted.

FIGURE 27Z is a diagram of the bitfield of Timer Lower Base (I20, default = 00000000). The bitfields of this register are decoded as follows:

TL7-TL0 Lower Timer Bits: This is the low order byte of the 16-bit timer base register. Writes to this register cause both timer base registers to be loaded into the internal timer, therefore, the upper timer register should be loaded before the lower. Once the count reaches zero, an interrupt is generated, if enabled, and the timer is automatically reloaded with these base registers.

FIGURE 27AA is a diagram of the bitfield of Timer Upper Base (I21, default = 00000000). The bitfields of this register are decoded as follows:

TU7-TU0 Upper Timer Bits: This is the high order byte of the 16-bit timer. The time base is determined by the clock source selected from either C2SL in I8 or CS2 in I22;

C2SL = 0 - divide XTAL1 by 245 (24.576 MHz - 9.969 ms); and

C2SL = 1 - divide XTAL2 by 168 (16.9344 MHz - 9.92 ms).

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FIGURE 27AB is a diagram of the bitfield of Alternate Sample Frequency Select (I22, default = 00000000). The bitfields of this register are decoded as follows:

- 5 CS2 Crystal 2 Select. This bit selects the clock source used for generating the audio sample rate:
0 - XTAL1 = 24.576 MHz; and
1 - XTAL2 = 16.9344 MHz;
- 10 DIV5 - DIV0 Clock Divider. These bits select the audio sample frequency for both capture and playback:
 $F_s = (2 \times XTAL) / (M \times N)$;
XTAL = 24.576 MHz CS2 = 0;
15 XTAL = 16.9344 MHz CS2 = 1;
N = DIV5-DIV0;
 $16 \leq N \leq 49$ for XTAL = 24.576 MHz;
 $12 \leq N \leq 33$ for XTAL = 16.9344 MHz;
(M set by OSM1,0 in I10);
20 M = 64 for $F_s > 24$ kHz;
M = 128 for $12 \text{ kHz} < F_s \leq 24 \text{ kHz}$; and
M = 256 for $F_s \leq 12 \text{ kHz}$;
- 25 SRE Alternate Sample Rate Enable. When this bit is set to a one, bits 0-3 of I8 will be ignored, and the sample frequency is then determined by CS2, DIV5-DIV0, and the over sampling mode bits OSM1, OSM0 in I10.

- FIGURE 27AC is a diagram of the bitfield of Alternate Feature Enable III (I23, default = xxxxxx0).
- 30 The bitfields of this register are decoded as follows:
- ACF ADPCM Capture Freeze. When set, the capture ADPCM accumulator and step size are frozen.

This bit must be set to zero for adaptation to continue. This bit is used when pausing a ADPCM capture stream;

res Reserved. Must write 0, could read as 0 or 1;

FIGURE 27AD is a diagram of the bitfield of Alternate Feature Status (I24, default = x0000000). The bitfields of this register are decoded as follows:

PU Playback Underrun: This bit, when set, indicates that the DAC has run out of data and a sample has been missed;

PO Playback Overrun: This bit, when set, indicates that the host attempted to write data into a full FIFO and the data was discarded;

CO Capture Overrun: This bit, when set, indicates that the ADC had a sample to load into the FIFO but the FIFO was full. In this case, this bit is set and the new sample is discarded;

CU Capture Underrun: This bit indicates that the host has read more data out of the FIFO than it contained. In this condition, the bit is set and the last valid byte is re-read by the host;

PI Playback Interrupt: This bit indicates that an interrupt is pending from the playback DMA count registers;

CI Capture Interrupt: This bit indicates that an interrupt is pending from the capture DMA count registers;

TI Timer Interrupt: This bit indicates that an interrupt is pending from the timer count registers; and

5 res Reserved. Must write 0, could read as 0 or 1. The PI, CI, and TI bits are reset by writing a "0" to the particular interrupt bit or by writing any value to the Status register (R2).

10 FIGURE 27AE is a diagram of the bitfield of Mono Input and Output Control (I26, default = 101x0000). The bitfields of this register are decoded as follows:

MIA3-

15 MIA0 Mono Input Attenuation. When MIM is 0, these bits set the level of MIN summed into the mixer. MIA0 is the least significant bit and represents 3dB attenuation, with 0000 = 0dB;

20 res Reserved. Must write 0, could read as 0 or 1;

20 MBY Mono Bypass. MBY connects MIN directly to MOUT (FIGURE 1) attenuation of 9dB. When MBY = 1, MIM should be 1.0 - MIN not connected directly to MOUT.1 - MIN connected directly to MOUT;

25 MOM Mono Output Mute. The MOM bit will mute the mono mix output, MOUT. This mute is independent of the line output mute:
0 - no mute; and
1 - mute;

30 MIM Mono Input Mute. Controls the mute function on the mono input, MIN (FIGURE 1). The mono input provides mix for the "beeper" function

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in most personal computers. When MIM = 0,
MBY should by 0:
0 - no mute; and
1 - muted.

FIGURE 27AF is a diagram of the bitfield of Left
Output Attenuation (I27, default = 0xxx0000). The
bitfields of this register are decoded as follows:

LOA3-

LOA0 Left Output Attenuation. LOA0 is the least
significant bit and represents -2dB
attenuation, with 0000 = 0dB;

res Reserved. Must write 0, could read as 0 or
1; and

LOM Left Output Mute. The LOM bit will mute the
left output:
0 - no mute; and
1 - mute.

FIGURE 27AG is a diagram of the bitfield of Capture
Data Format (I28, default = 0000xxxx). The bitfields of
this register are decoded as follows:

res Reserved. Must write 0, could read as 0 or
1; and

S/M Stereo/Mono Select: This bit determines how
the capture audio data stream is formatted.
Selecting stereo will result with
alternating samples representing left and
right audio channels. Selecting mono only
captures data from the left audio channel.
MCE (R0) or CMCE (I16) must be set to modify
S/M:
0 - Mono; and
1 - Stereo;

C/L, FMT1, FMT0 set the capture data format in MODE
2. The capture data format can be different from the
playback data format; however, the sample frequency must
be the same and is set in I8. MCE (R0) or CMCE (I16)
5 must be set to modify this register.

FIGURE 27AH is a diagram of the bitfields of Right
Output Attenuation (I29, default - 0xxx0000). The
bitfields of this register are decoded as follows:

ROA3-

- 10 ROA0 Right Output Attenuation. ROA0 is the least
significant bit and represents -2dB
attenuation, with 0000 = 0dB;
res Reserved. Must write 0, could read as 0 or
1; and
15 ROM Right Output Mute. The ROM bit will mute
the right output:
0 - no mute; and
1 - mute.

FIGURE 27AI is a diagram of the bitfield of Capture
20 Upper Base (I30, default = 00000000). The bitfields of
this register are decoded as follows:

CUB7-

- CUB0 Capture Upper Base: This register is the
upper byte which represents the 8 most
25 significant bits of the 16-bit Capture Base
register. Reads from this register returns
the same value that was written.

FIGURE 27AJ is a diagram of the bitfields of Capture
Lower Base (I31, default = 00000000). The bitfields of
30 this register are decoded as follows:

CLB7-

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CLB0 Lower Base Bits: This register is the lower
byte which represents the 8 least
significant bits of the 16-bit Capture Base
register. Reads from this register returns
the same value which was written.

The extended registers TABLE 52C are accessed by
placing the appropriate index in the Index Address
register (R0) and then accessing the Indexed Data
register (R1). A detailed description of each indirect
register is given below. All reserved bits should be
written zero and may be 0 or 1 when read. Indirect
registers 16-31 are only available when the MODE 2 bit in
MODE and ID register (I12) is set.

FIGURE 27AK is a diagram of the bitfields of Left
Alternate FM Input Control (X0, default = 00000000). The
bitfields of this register are decoded as follows:

LL2G3-

LL2G0 Left Alternate Input Gain. The least
significant bit represents +1.5dB, with
01000 = 0dB;

LL20M Left Alternate Mute to output mixer;

LL21M Left Alternate gain block mute to input
mixer; and

LL2M Left Alternate mute to input mixer.

FIGURE 27AL is a diagram of the bitfields of Right
Alternate FM Input Control (X1, default = 00000000). The
bitfields of this register are decoded as follows:

RL2G3-

RL2G0 Right Alternate Input Gain. The least
significant bit represents +1.5dB, with
01000 = 0dB;

RL20M Right Alternate Mute to output mixer;

RL2IM Right Alternate gain block mute to input
mixer; and

RL2M Right Alternate mute to input mixer.

FIGURE 27AM is a diagram of the bitfields of Left
5 Mic Input Control (X2, default = 00000000). The
bitfields of this register are decoded as follows:

LMCG4-

LMCG0 Left Mic Input Gain. The least significant
bit represents +1.5dB, with 00111 = 0dB;
10 LMBST Left Mic 19.5dB boost enable to output
mixer;
LLM Left Mic mute to output mixer; and
LMIM Left Mic mute to input mixer.

FIGURE 27AN is a diagram of the bitfields of Right
15 Mic Input Control (X3, default = 00000000). The
bitfields of this register are decoded as follows:

RMCG4-

RMCG0 Left Mic Input Gain. The least significant
bit represents +1.5dB, with 00111 = 0dB;
20 RMBST Left Mic 19.5dB boost enable to output
mixer;
RLM Left Mic mute to output mixer; and
RMIM Left Mic mute to input mixer.

FIGURE 27AO is a diagram of the bitfield of Control
25 (X4, default = 00000100). The bitfields of this register
are decoded as follows:

MTE Mixer Test Mode Enable;

IS1 Redirects accesses to I18, I19 to X6, X7
when IFM = 1:

30 0 = no redirection; and
1 = redirection enabled;

00000000 112000 00000000 00000000

ISO Redirects accesses to I18 and I19 to X16 and
X17 when WTEN = 1:
0 = redirection enabled; and
1 = no redirection;

5 IFM Internal FM - when this bit is a one the
Internal FM block is enabled;

LIS1-
LIS0 Left Mixer Summer Attenuator
00 = 0dB;
01 = -6dB;
10 10 = -12dB; and
11 = -18dB; and

MIMR Right channel mono mute to output mixer:
0 - unmute; and
15 1 - muted.

FIGURE 27AP is a diagram of the bitfield of Control
(X5, default = 00000000). The bitfields of this register
are decoded as follows:

20 DIFMIC Differential Mic Input Enable. When this
bit is set to a one the right channel Mic
input is inverted and combined with the
non-inverted left channel input. The
presummer gain block to the output mixer is
also set to 13.5db;

25 RIS1-RIS0 Right Mixer Summer Attenuator:
00 = 0dB;
01 = -6dB;
10 = -12dB; and
11 = -18dB; and

30 MOMR Right channel mono mute to output mixer:
0 - unmute; and
1 - muted.

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FIGURE 27AQ is a diagram of the bitfields of Left FM Volume Control (X6, default = 10111111). The bitfields of this register are decoded as follows:

LFMA5-

- 5 LFMA0 Left FM volume control. Least significant
 bit represents 1.5dB, with 000000 = 0dB; and
- LFMM Left FM volume mute:
 0 - unmute; and
 1 - muted.

10 FIGURE 27AR is a diagram of the bitfield of Right FM Volume Control (X7, default = 10111111). The bitfields of this register are decoded as follows:

RFMA5-

- 15 RFMA0 Right FM volume control. Least significant
 bit represents 1.5dB, with 000000 = 0dB;
- RFMM Right FM volume mute:
 0 - unmute; and
 1 - muted.

20 FIGURE 27AS is a diagram of the bitfield of Left DSP Serial Port Volume Control (X8, default = 00000000). The bitfields of this register are decoded as follows:

LSPA5-

- 25 LSPA0 Left DSP Serial Port volume control. Least
 significant bit represents 1.5dB, with
 000000 = 0dB; and
- LSPOM Left DSP Serial Port volume mute:
 0 - unmute; and
 1 - muted.

30 FIGURE 27AT is a diagram of the bitfield of Right DSP Serial Port Volume Control (X9, default = 00000000). The bitfields of this register are decoded as follows:

RSPA5-

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RSPA0 Right DSP Serial Port volume control. Least
significant bit represents 1.5dB, with
000000 = 0dB;
RSPOM Right DSP Serial Port volume mute:
0 - unmute; and
1 - muted.

FIGURE 27AU is a diagram of the bitfield of Right
Digital Loopback Volume Control (X10, default =
00111111). The bitfields of this register are decoded as
follows:

RLBA5-

RLBA0 Right Digital Loopback volume control.
Least significant bit represents 1.5dB, with
000000 = 0dB; and

SLBE Stereo Loopback Volume Control
Enable. When this bit is set to a
one the Digital Loopback Volume
control becomes stereo with I13
controlling the left channel volume
and bits D5-D0 of this register
controlling the right volume:
0 - Mono; and
1 - Stereo.

FIGURE 27AV is a diagram of the bitfield of DAC, SRC
Control (X11, default = 11000000). The bitfields of this
register are decoded as follows:

SRCE Sample Rate Converter Enable. When this bit
is set to a one the Capture and Playback
sample rates are set by registers X12 and
X13;

RDIM Right DAC mute into the input mixer. This bit is not affected by a change to Mode 1 or Mode 2; and

LDIM Left DAC mute into the input mixer. This bit is not affected by a change to Mode 1 or Mode 2.

FIGURE 27AW is a diagram of the bitfield of Capture Sample Rate Control (X12, default = 00110000). The bitfields of this register are decoded as follows:

CSR7-CSR0 Sets the sample rate for the A/D.

FIGURE 27AX is a diagram of the bitfield of Playback Sample Rate Control (X13, default = 00110000). The bitfields of this register are decoded as follows:

PSR7-PSR0 Sets the sample rate for the A/D.

FIGURE 27AY is a diagram of the bitfield of Left PCM Audio Volume Control (X14, default = 00000000). The bitfields of this register are decoded as follows:

LPA7-

LPA0 Left PCM Audio Volume Control. Least significant bit represents 1.5dB, with 000000 = 0dB.

FIGURE 27AZ is a diagram of the bitfields of Right PCM Audio Volume Control (X15, default = 00000000). The bitfields of this register are decoded as follows:

RPA7-

RPA0 Right PCM Audio Volume Control. Least significant bit represents 1.5dB, with 000000 = 0dB.

FIGURE 27BA is a diagram of the bitfields of Left Wavetable Volume Control (X16, default = 10000000). The bitfields of this register are decoded as follows:

LPA7-LPA0 Left wavetable Audio Volume Control.
Least significant bit represents
1.5dB, with 000000 = +12dB.

FIGURE 27BB is a diagram of the bitfield of Right
5 Volume Control (X17, default = 10000000). The bitfields
of this register are decoded as follows:

RB7-RB0 Right Wavetable Audio Volume Control. Least
significant bit represents 1.5dB, with
000000 = +12dB.

10 Some operating modes of Codec/mixer 204 will require
that microcontroller 103 and IS A Bus both have access to
the Codec data bus. An example of this is when
microcontroller 103 is updating the Codec/mixer 204 mixer
15 registers for Sound Blaster Pro functions while DMA audio
is being transferred over the data bus. To arbitrate
between the two devices a software arbitration scheme is
used. Each Sound Blaster command (IS A write to Sound
Blaster base + C) causes the IS A Bus signal IOCHRDY to
20 be forced low thereby holding the current bus cycle (DMA
cycles held off). Codec 100 makes use of this time and
microcontroller 103 is guaranteed access to the codec for
mixer updates. Once IOCHRDY is released, after
microcontroller 103 has finished accessing the codec, the
current bus cycle is allowed to complete.

25 A context switch mechanism is provided to enable
switching between Sound Blaster mode and Windows Sound
System mode transparently to the user. Logic detects
when a mode change from Sound Blaster to Sound System
occurs and an interrupt is generated to microcontroller
30 103. The switch from Sound System to Sound Blaster is
done by microcontroller 103 without any additional
external logic support. Optionally a IS A Bus interrupt

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may be generated upon detection of a Context Switch provided the interrupt is enabled via Codec 100 Miscellaneous Control Reg. (base +0). FIGURE 28 is a timing diagram of a typical context switching operation.

5 When a context switch from Sound Blaster to WSS mode occurs IOCHRDY is forced low. The current IS A bus access to codec/mixer 204 is thereby held off until the interrupt has been acknowledged by microcontroller 103. The "Context Switch" is only recognized (enabled) when
10 the WSS and Sound Blaster physical devices are enabled. Accordingly IOCHRDY is not driven low during a Context Switch unless both the WSS and Sound Blaster devices are enabled.

15 A context switch from Sound Blaster to WSS mode results in codec/ mixer 204 being set to mode 1 operation and the SRE and CMCE bits will be set to zero. No other register bits are affected.

20 A context switch from WSS to Sound Blaster mode results in the mixer registers being restored to values that existed the last time Codec 100 was in Sound Blaster mode. In other words during context switches Sound Blaster mixer settings are retained while WSS mixer settings are not.

25 In Codec 100 the context switch from WSS to Sound Blaster mode occurs during the first access to the Sound Blaster Command register or a "Sound Blaster Reset Command".

30 FIGURE 29 is a diagram of the External Peripheral Port 109. External Peripheral Port is a general purpose programmable port that is used to connect external devices to the IS A bus with a minimum of glue logic. The External Peripheral interface includes buffers 2901 and

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decode-strobe generation logic 2902 to provide an independent data path to the external synthesizer chip and CDROM IDE interface. The External Peripheral Port buffers the IS A data bus and SA2:SA0 address lines, generates Read and Write strobes, and provides programmable I/O base address decoding, and DMA/Interrupt mapping. The XIOR/ and XIOW/ strobes are generated by gating the IOR/ and IOW/ signals with the CDCS0/, CDCS1/, SCS/, and MODEMCS/ chip selects. The timing of External Peripheral port reads and writes is shown in FIGURES 30A and 30B.

Synthesizer Interface 123 may be used to provide a direct connection to an OPL3/4 synthesizer chip. The interface consists of an address decoder 3101 (see FIGURE 31 which emphasizes the synthesizer and CDROM interfaces) and an input for an interrupt. The other signals such as address bits and read/write strobes are provided by the External Peripheral Port. Address decoder generates a chip select. The address that is decoded is determined by data that is written during a Plug & Play configuration sequence. The chip select is a logical OR of the synthesizer (Adlib) decode and Sound Blaster synthesizer decode. The interrupt is mapped onto the IS A bus depending on the configuration defined during the Plug & Play sequence.

synth chip select = decode of synthesizer IS A address (338:33B) OR decode of Sound Blaster base address (0:3 and 8:9)

The CDROM interface (see also FIGURE 31) provides a connection to CDROM drives 3103. The interface consists of programmable address decoders 3101 and 3102 to act as

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a device selects, DMA request and acknowledge mapping,
and interrupt mapping. A Plug & Play sequence will
determine the base address and specific DMA and interrupt
mapping. Various CDROM interfaces such as Mitsumi, Sony,
5 Panasonic, and Enhanced IDE are supported. The other
signals required for the CDROM interface are provided by
the External Peripheral Port.

FIGURE 32 emphasizes the clocking scheme for codec
100. Microcontroller 103 clock requirement is a
10 non-overlay 2-phase clock that is under 17.5MHz in
frequency. The 16.9344MHz clock fits this criteria.
Microcontroller 103 Timer 2, which is used as the MIDI
baud rate generator, is always clocked via an externally
generated clock that is derived from the 16.9344MHz
15 crystal /17 or 996.141 kHz. The other requirement is a
2-phase non-overlap clock. The non-overlap must ≥ 5 ns.
The microcontroller clock is generated by 2-phase
non-overlap clock generator 3201.

In Codec 100 the ADC and DAC operate at a fixed
20 sample frequency of 44.1 kHz. Sample rate converters are
used to convert between variable system sample rates and
the 44.1 kHz required by converters 114/115. The analog
clock for the converter switched capacitor filters
operates at a fixed 128fs frequency. The delta-sigma
25 modulators operate at a fixed 256fs clock rate.

The internal FM clock uses the 16.9344MHz 384fs
clock.

A large number of available sample rates are
provided by two independent sample rate converters 112;
30 one for capture and one for playback. Sample rate
converters 112 convert from a variable rate to a fixed
44.1 kHz rate. The sample frequency is determined by a

register value that is used to index a ROM 3202. ROM 3202 stores the coefficients used by the sample rate converter to perform the rate conversion.

FIGURE 33 is a diagram of the Game Port which provides an interface to a standard personal computer type joystick. The joystick (JOYSTICK, FIGURE 1) interface supports two joysticks and four push buttons. The IS A interface to the Game Port includes an address decoder and read/write strobe generator.

The Game Port hardware interface consists of four 555 like timers 3301 (two of which are shown for reference), read/write strobe generator 3305, address decode 3303 and data buffer 3304. A selected joystick itself consists of two 100K potentiometers 3302; one (3302a) for the x-axis and one (3302b) for the y-axis. As the joystick position is varied the resistance of the x and y axis potentiometers will also vary in direct proportion to the joystick movement. In addition one-to-four push buttons 3306 may be included, two of which (3303a and 3303b) are shown in FIGURE 33. One timer 3301 is connected to each potentiometer. Two joysticks therefore require four timers. Once triggered the timer output pulse width is determined by the output current supplied by the timer, the joystick potentiometer resistance, and an external capacitor. Host software on the personal computer continually reads the timer pulse outputs and determines joystick position depending on the width of the pulses. The state of the push buttons are also monitored by the host software.

$$\text{Digital Pulse Width} = 24.2\mu\text{sec} + 0.011(r)\mu\text{sec}$$

r = resistive load

Codec 100 provides for four selectable time constants. The default should match the one above and the others should offer shorter time constants.

5 Programmable speed control is implemented by selecting one of four reference voltages that is fed to the input of a comparator. The other input to the comparator is connected to the external joystick RC circuit. The four selectable reference voltages allow the trip-point of the comparator to be varied over a
10 range of voltages associated with a typical RC generated curve. The speed control variation is illustrated in FIGURE 34.

To minimize the noise effects of large di/dt currents generated by the discharge of the external
15 .0056uF capacitor the following techniques are used:

- 1) Separate analog ground for capacitor discharge devices;
- 2) Discharge control will be synchronized to the internal noise-managed digital clock;
20 and
- 3) Sequential, two-step discharge. (small device first, large device later).

FIGURE 35 is a timing diagram illustrating the joystick port timing. This timing generally follows the
25 following routine:

- 1) DIS1 & DIS2 must be driven low on the first noise-managed clock after a valid joystick
10W;
- 2) COMPJ output will go low T=RC later;
- 30 3) DIS1 must be raised on the first noise-managed clock edge after COMPJ output goes low;

- 4) DIS2 should go high ~ lused: after DIS1 (DIS2 high will cause COMPJ output to go high); and
- 5) In powerdown (PDN active), DIS1 & DOS2 must be low.

In order to support Microsoft's DirectInput™ specification for digitally assisted joysticks the Codec 100 includes the features described below.

FIGURE 36A generally describes joystick interface 105. A more detailed illustration of circuitry 3601 of FIGURE 36A is provided as 36B.

Joystick coordinate block 3601 includes a 16-bit up-counter 3603 and latch 3604 for each joystick input for each joystick (i.e., a total of four). The counters all operate in parallel via the same clock (XTAL/2) with each counter gated by its corresponding joystick coordinate enable. Each individual enable signal is generated by the joystick COMPJ blocks 3602. COMPJ blocks 3602 produce a pulse in whose length is defined by the current joystick position. The trigger for COMPJ block 3602 is initiated by an IS A bus write to the Game Port address base + [0..5] or by a microcontroller 103 write to memory address 0x38. In the normal operating mode one trigger is produced per IS A bus write, but when the Auto Re-trigger Enable bit is set, the circuit becomes self-triggering and further IS A bus or microcontroller 103 writes are not required. However the host is still able to generate a trigger by performing a write to the Game Port base [0..5].

Each counter increments for a period of time defined by the enable. At the end of the current pulse (trigger) period, as defined by the longest COMPJ pulse, the

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current counter values are clocked into the holding registers and the counters are reset. The holding registers may then be read by microcontroller 103 in response to an IS A bus read of Game Port address base +7. Each holding register requires that two addresses (16-bits) be mapped into microcontroller 103 address space. This results in eight addresses being required in total (addresses 0x38 through 0x3F). In order for microcontroller 103 to accurately read the holding registers (there is a possibility that microcontroller 103 read could occur at the same time as the holding register is clocked), a hardware locking mechanism prevents clocking of the holding registers while microcontroller 103 is in processes of accessing the registers.

Each joystick, joystick A and joystick B, independently controls the clocking of each X, Y counter pair. In other words the X1 and Y1 counters follow the joystick A movement only, and the X2 and Y2 counters follow the joystick B movement only.

The X1, Y1 and X2, Y2 counters do not wrap around. When a maximum count value of 0xFFFF is reached, the counter is prevented from incrementing further and the 0xFFFF count is held until the next one-shot trigger pulse occurs (which resets the counters to zero). This prevents unconnected joysticks from generating false count values. In normal operation the X,Y position counters should never reach a count value of 0xFFFF.

In order to provide support for joystick digital assist the P0 address decoding for the standard joystick is changed as follows:

- 000211 20421260
- 1) Game Port address range remains at eight bytes;
 - 2) Standard joystick access occurs at addresses Game Port Base Address + 0 through 5.
5 A write to any of these addresses causes a trigger of the one-shots. A read from any of these addresses puts the current one-shot and button data onto the IS A bus;
 - 3) The Joystick Digital Assist register is
10 located at Game Port Base + 7. A read or write of Game Port Base + 7 interrupts microcontroller 103 with a PORT 1. value of 0x5C (write) and 0x5E(read); and
 - 4) Access to Game Port Base + 6 is reserved for
15 future use. A read or write access to Game Port Base + 6 will interrupt microcontroller 103 and generate a PORT1 value of 0x58(write) and 0x5A(read).

20 Host control and data access of the Joystick Digital Assist function occurs via a read/write port at the GamePort (base+7) address. An IS A bus read or write cycle to this address interrupts microcontroller 103 via INTI and IOCHDRY is forced low. Also a interrupt identifier of 0x5C(write) or 0x5E(read) is placed on
25 PORT1. Microcontroller 103 responds by either a read of microcontroller 103 address 0 (IS A write) or writing to microcontroller 103 address 0x00 (IS A read). All Joystick Digital Assist commands to read joystick positional data or control its operation are sent through
30 this port.

Microcontroller 103 may access the Digital Assist Registers at any time, but data integrity is only

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guaranteed with the following sequence. Microcontroller 103 read from address 0x38 (XI Position Low Byte) will cause the hardware to prevent any further updates of the Digital Assist Position Registers. Microcontroller 103 may then continue reading the other Digital Assist Position registers. As the Digital Assist Position Registers are being accessed by microcontroller 103, the one-shot counters will continue to be updated by auto-retrigger pulses in the background. Upon the final read of address 0x3F (Y2 position high byte) the clocking of the Digital Assist Position Registers will be enabled. Digital Assist Position Registers will then be clocked at the end of the next one-shot pulse period.

FIGURE 37A is a diagram of the bitfields of Digital Assist Control/Status at microcontroller 103 address=0x37. The bitfields of this register are decoded as follows:

ARE	When this bit is set to a one, each X,Y
(Auto	one-shot will be automatically retriggered
Retrigger	at the end of the current one-shot time
Enable)	out period. The transition of ARE from a
	one to a zero should not initiate a
	trigger. Once ARE has been set to a one,
	a trigger must be either initiated by
	either a host write to Gameport Base + 0-5
	or via a microcontroller 103 write to
	address 0x38. Once the initial trigger
	occurs no further triggers are required by
	the host or microcontroller 103. The end
	of the one-shot time out period is defined
	as the trailing edge of the longest

one-shot pulse (X or Y). Each X,Y coordinate pair is treated as an independent block. In other words the absolute retrigger pulse timing is unique for each connected joystick: joystick #1, joystick #2. This bit must be read/write. When ARE transitions from a 1 to a 0 the trigger sequence in progress will complete and the last count value is transferred to the holding latches before further triggers are disabled;

Y2	This bit represents the current state of the #2 joystick Y coordinate one-shot. A one indicates that the one-shot has been triggered. A zero means the current trigger pulse cycle has ended. Read Only;
X2	This bit represents the current state of the #2 joystick X coordinate one-shot. A one indicates that the one-shot has been triggered. A zero means the current trigger pulse cycle has ended Read Only;
Y1	This bit represents the current state of the #1 joystick Y coordinate one-shot. A one indicates that the one-shot has been triggered. A zero means the current trigger pulse cycle has ended Read Only;
X1	This bit represents the current state of the #1 joystick X coordinate one-shot. A one indicates that the one-shot has been triggered. A zero means the current trigger pulse cycle has ended Read Only.

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FIGURE 37B is a diagram of the bitfields of Joystick Trigger/X1 Position Data Low Byte at microcontroller 103 address=0x38. The bitfields of this register are decoded as follows:

- 5 Write This register when written by microcontroller 103 will initiate a trigger of the joystick one-shots on the trailing edge of the write pulse.
- Read This register when read will return the low byte of the last known 16-bit position of the joystick #1 X coordinate. Also any further updates of all X,Y Position Data registers are suspended until a read from microcontroller 103 address 0x3F occurs.

FIGURE 37C is a diagram of the bitfields of X1 Position Data High Byte at microcontroller 103 address=0x39. The bitfields of this register are decoded as follows. This register when read will return the high byte of the last known 16-bit position of the joystick #1 X coordinate.

10

FIGURE 37D is a diagram of the bitfields of Y1 Position Data Low Byte at microcontroller 103 address=0x3A. The bitfields of this register are decoded as follows. This register when read will return the low byte of the last known 16-bit position of the joystick #1 Y coordinate.

15

FIGURE 37E is a diagram of the bitfields of Y1 Position Data High Byte at microcontroller 103 address=0x3B. The bitfields of this register are decoded as follows. This register when read will return the high byte of the last known 16-bit position of the joystick #1 Y coordinate.

20

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FIGURE 37F is a diagram of the bitfields of X2
Position Data Low Byte at microcontroller 103
address=0x3C. The bitfields of this register are decoded
as follows. This register when read will return the low
5 byte of the last known 16-bit position of the joystick #2
X coordinate.

FIGURE 37G is a diagram of the bitfields of X2
Position Data High Byte at microcontroller 103
address=0x3D. The bitfields of this register are decoded
10 as follows. This register when read will return the high
byte of the last known 16-bit position of the joystick #2
X coordinate.

FIGURE 37H is a diagram of the bitfields of Y2
Position Data Low Byte at microcontroller 103
15 address=0x3E. The bitfields of this register are decoded
as follows. This register when read will return the low
byte of the last known 16-bit position of the joystick #2
Y coordinate.

FIGURE 37I is a diagram of the bitfields of Y2
20 Position Data High Byte at microcontroller 103
address=0x3F. The bitfields of this register are decoded
as follows. This register when read will return the high
byte of the last known 16-bit position of the joystick #2
Y coordinate. Also this register when read will
25 re-enable updates to all X,Y Position Data registers.

FIGURE 38 is an additional timing diagram
illustrating the operation of joystick interface 105. A
write of signal IOW to Game Port port address 200-205
initiates trigger of Signal COMPJ. From that time on,
30 the circuit may be self (auto) triggering in that logical
AND of each X,Y DIS2 signal will continuously trigger the
COMPJ blocks 3602 of each joystick when the Auto

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Retrigger Enable bit is set. In this way the two COMPJ blocks are retriggered simultaneously by the last DIS2 rising edge. This insures that the two counters associated with each joystick always contain valid data that is the result of the previous trigger event. The Auto Retrigger Enable bit is controlled by microcontroller 103. Alternately, microcontroller 103 may initiate a trigger by performing a write to memory address 0x38. The counter is incremented by each XTAL2 rising edge when DIS1 is high. DIS2 also locks the counter value into latch which may be read by microcontroller 103 8-bits at a time. After the data has been clocked into the latch the counter must be reset. At any point in time microcontroller 103 is able to read the last value of each joystick coordinate. The joystick position data is then transferred to the host via an IS A bus read of Game Port address base +7 after the appropriate command has been written to Game Port address base +7.

The Codec 100 includes a 6-channel Input Mixer and 6-channel Output Mixer. Both the Input and the Output Mixers are fully independent. The Input Mixer provides volume control and mixing capability for combining up to six analog audio sources into the A/D 111 converter for sampling. The Output mixer provides volume control and mixing capability for combining up to six analog audio sources into the line outputs. FIGURE 39 is a diagram of one channel of the input mixer (the second channel is identical). FIGURE 40 is a diagram of one channel of the output mixer (the second channel is also identical).

The available analog audio sources into the Input and Output Mixer are Line In, Aux1, Aux2, Digital (DAC) Audio, Microphone, and Line Out.

5 The Line In, Aux1, Aux2 inputs each have an adjustable input gain stage 3901/4001 that has a gain range of +12dB to -34.5dB. The outputs of these adjustable gain stages feed into the Input and Output Mixer Summers 114 and 115 respectively. The Input and Output Mixer Summers have four different gain settings to
10 allow the user to adjust for optimum signal/noise and overload.

 The Aux2 inputs have the ability to accept a differential input via a "Ground Differential" reference Pin (VCM- Pin 96) that can be used to eliminate ground
15 loop noise from a CD-ROM input source.

 The stereo Microphone input has an adjustable input gain stage 3902/4002 having gain range of +22.5dB to -22.5dB. The Microphone path to the Output mixer has an additional +20dB gain block that may be enabled in Mode
20 3. The +20dB gain block is set by the LMBST-RMBST bits in Codec Extended registers X2 and X3. To emulate the 20db Microphone gain boost in Mode 2 (LMGE and RMGE bits set to 1), the Mode 3 microphone volume control gain stage is forced to a fixed +I 9.5dB (via LMCg4-LMCG0,
25 RMCG4-RMCG0 =00010). The Microphone inputs can be set into a Differential Mode for enhanced noise rejection and ground loop immunity. This function is available in Mode 3 only. The differential mode is set by the DIFMIC bit in extended register X5. The left channel is connected
30 to the inverting pin of an op-amp, and the right channel to the noninverting pin of the op-amp, with the output sent to the left and right channel inputs of the Input

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and Output Mixers. The Microphone volume is controlled by the left channel only when in Differential Mode .

When Differential Microphone Mode is selected, the microphone gain level is automatically reduced 6dB.

5 The analog input mixer functions can now be described in detail in conjunction with FIGURE 39. Mode 1, 2 does not support a true mixer, but requires a mux function that allows only one input at a time to drive the corresponding A/D converter 111. In this mode, the
10 pre-summer gain blocks 3901 are all bypassed (0dB gain) except for the microphone input which may have its gain block set to either 0dB (mic boost disabled) or +19.5dB (mic boost enabled). The Input Mixer Summer gain block 3903 is also set fixed to 0dB. The post-summer gain
15 block is used to adjust the gain of the currently selected input source over a range of 0 to +22.5dB. Switches 3904 are used to mute all unselected inputs. The DAC output path to the Input Mixer Summer is also forced muted in this mode. These functions are
20 consistent with Mode 1, 2 operation.

The input source selection is via the LSS1:LSS0 and RSS1:RSS0 bits in registers I0 and I1 (codec registers, discussed above), respectively.

25 The input source gain (post-summer gain block) is selected by the LAG3:LAG0 and RAG3:RAG0 bits in registers I0 and I1 respectively.

The +19.5 dB mic gain boost (pre-summer Mic gain block) is selected by the LMGE and RMCE bit in registers I0 and I1 respectively.

30 In MODE 1, 2 operation, only one input channel at a time is selected by the LSS1-0, RSS1-0 bits. In Mode 3,

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all of the channels may be selected as inputs simultaneously:

TABLE 59

LSS1	LSS0	SWITCHES THAT	
RSS1	RSS0	CAN CLOSE IF NOT MUTED	
0	0	LLMM, RLMM	(LINE)
0	1	LX1MM, RX1MM	(AUX1)
1	0	LMIM, RMIM	(MIC)
1	1	LLB, RLB	(LOOPBACK)

10 The Codec 100 Mixer prevents access (switches are forced open and cannot be closed) to the input mute switches shown in TABLE 59 to implement Mode 1 and Mode 2 mixer functionality.

Microphone The Microphone gain boost is set to 20db, the LMGE and RMGE bits are set to 1, the control register map LMC4 - LMC0, RMC4 - RMC0 are forced to 00010, (19.5dB). The default setting is 01111 (0db). The mixer switches LMM, RMM are disabled, because MODE 2 operation does not support connecting the Microphone to the output mixer.

15 Line In The mixer switches LLIM, RLIM are disabled. Switches LLM, RLM and LLMM, RLMM are enabled. Input source gain is only provided to the output mixer and is bypassed to the input mixer.

Aux 1 The mixer switches LX1 IM, RX1 IM are disabled. Switches LX1M, RX1M and LX1MM, RX1MM are enabled. Input source gain is only provided to the output mixer and is bypassed to the input mixer.

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Aux 2 The mixer switches LX2 IM, RX2 IM are disabled. Switches LX2M, RX2M are enabled. The Aux 2 input is only provided to the output mixer and is disabled to the input mixer.

DAC The mixer switches LDIM, RDIM are disabled. Switches LDM, RDM are enabled. The DAC output is only provided to the output mixer, and is disabled to the input mixer.

Mono In The mixer switches MIM and MIMR map to the MIM bit. The MOM and MOMR both map to the MOM bit.

Karaoke The mixer switches are mapped to the ADC1 and ADC0 bits in the Codec 100 Hardware Control Register (base +1) as shown in TABLE 60:

TABLE 60

ADC1	ADC0	Mixer Switches	Function
0	0	LLBK,RLBK=OPEN, ALBK=OPEN	Normal operation, A/D input from Input Mixer
0	1	LLBK,RLBK=CLOSED, ALBK=OPEN	Output from Input Mixer to DAC filter. A/D input is from Input Mixer
1	0	LLBK,RLBK=CLOSED, ALBK=CLOSED	Output from Input Mixer to DAC filter. A/D input is from Line outputs
1	1	LLBK, RLBK=OPEN ALBK=OPEN	Normal Operation

Mode 3 operation supports an input mix function. As such individual gain/attenuation (+12dB to -34.6dB) blocks are provided for each analog input source into the mixer except for the LineOut and DAC inputs. The individual analog sources are then mixed in Input Summers

Input Summers blocks 114 four attenuation settings:
0dB, -6dB, -12dB, and -18dB. Input Summer attenuation is
required when mixing multiple analog sources that have
near full scale levels. To prevent clipping of the
5 post-summer gain block the resultant analog source mixed
signal must be attenuated.

Post-summer gain (0dB to +22.5dB) block 3903 is
included to control the gain of the summed analog sources
prior to being input to the A/D converter. The
10 flexibility afforded by the various gain blocks results
in an architecture that allows for maximum control of
signal levels for obtaining the best S/N ratios.

All analog input sources are enabled into Input
Summer 114. The pre-summer gain blocks 3901 of the input
15 sources affect inputs to the Input Summer and Output
Summer equally. In other words when a gain is changed
for a particular input source, via the pre-summer gain
blocks, the resultant output drives both the Input Summer
and Output Summer. The mute function, however, for each
20 analog audio source into the Input Summer and Output
Summer is independent.

AUX2 pre-summer gain is set via the LX2G4:LX2G0 and
RX2G4:RX2G0 bits in codec registers I4 and I5
respectively.

25 AUX1 pre-summer gain is set via the LX1G4:LX1G0 and
RX1G4:RX1G0 bits in codec registers I2 and I3
respectively.

LINE-IN pre-summer gain is set via the LLG4:LLG0 and
RRG4:RRG0 bits in codec registers I18 and I19
30 respectively.

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MIC pre-summer gain is set via the LMC4:LMCG0 and
RMCG4:RMCG0 bits in codec registers X2 and X-3
respectively.

Overall Mix Gain/Attenuation is determined by the
5 Input Summer Attenuation setting (LIS1:LIS0 and RIS1:RIS0
bits in codec extended registers X4 and X5 respectively)
added to the post-summer gain (LAG3:LAG0 and RAG3:RAG0
bits in codec registers I0 and I1 respectively).

Thus, the gain/attenuation setting for each analog
10 source into the A/D converter is determined by the
following equation:

$$\begin{aligned} \text{Gain (into A/D)} = & \quad (\text{pre-summer gain}) + (\text{input} \\ & \quad \text{summer attenuation}) + \\ & \quad (\text{post-summer gain}) \end{aligned}$$

15 The analog output mixer can now be discussed in
detail in conjunction with FIGURE 40. The available
analog audio sources into the Output Mixer are Line In,
Aux1, Aux2, Digital Audio (DAC), Microphone, and Mono In.
AR audio sources are stereo except for the Mono In. The
20 organization of the Output Mixer is as follows: Each
analog audio input source has associated with it a +12dB
to -34.5dB pre-summer gain/attenuator stage 4001. All
the pre-summer gain/attenuation blocks 4001 then feed
into a mixer stage 115 (Output Mixer Summer) that
25 includes four selectable attenuation settings of 0dB,
-6dB, -12dB, and -18dB. The Output Mixer Summer
attenuation settings are controlled through Control
Registers C27 and C29. These selectable attenuation
settings are provided to allow for optimal adjustment for
30 signal/noise and overload. The output of the Summer
stage then feeds into a master volume control (C27, C29)
with a gain/attenuation range of +12db to -18dB. The

output from the master volume control then drives the line outputs.

In Modes 1 and 2, the Output Mixer configuration consists of the Output Mixer Summer attenuation being fixed at -12dB. This results in an overall attenuation adjustment range of 0dB to -34.5dB for the master volume control.

The Microphone input to the Output Mixer is also disabled via switches, LMM and RMM in Mode 1, 2. Mode 1, 2 operation does not support mixing the Microphone input into the output mixer. In addition in Mode 1 operation, the Line-In input is disconnected (muted) into the Output Mixer Summer.

The Codec 100 further supports a mono input source and mono output, as illustrated in FIGURE 41. The Mono Input is sent to an attenuator block 4101 with a range of 0dB to -45dB. The output from the attenuator is sent to the left and right Output Summer blocks 115a/115b of the Output Mixer. The Mono input also has a mixer bypass (attenuation 4103 of -9dB) path into the Mono Out when the MBY bit is set in register codec 126 bit D5. On power-on reset the MBY is forced to a 1 to enable the Mono Input to the Mono Output.

Mono Out is a summed output from the Left Line out and Right Line Out. The Left and Right Line Outputs are each attenuated at 4104 by -6dB prior to being summed at 4105 into the Mono Out:

Mode 1 In Mode 1, the Mono Input Mute (MIM - I26 bit D7) is forced on to prevent the Mono Input from being fed into the Output Summer. In this mode only the mono bypass path is available;

Mode 2 In Mode 2, the Mono Input Mute (MIM - I26 bit D7) and Mono Output Mute (MOM I26 bit D6) bits controls both channels; and

Mode 3 In Mode 3, the Mono Input Mute and Mono Output Mute have independent controls for the left and right channels. The left channel Mono Input mute is controlled by MIM (I26 bit D7) and the right channel Mono Input mute is controlled by MIMR (X4 bit D7). The left channel Mono Output mute is controlled by MOM (I26 bit D6) and the right channel Mono Input mute is controlled by MOMR (X5 bit D7).

FIGURE 42 is a diagram of the digital audio processing subsystem of Codec 100. The digital audio functions will be discussed in the following portion. The Codec 100 features a 5 channel (stereo) Digital Mixer that feeds into the DAC. Like the Analog Mixer, the Digital Mixer has Mode 1, Mode 2, Mode 3, and Internal/External FM specific modes of operation.

FIGURE 43 is a diagram of the digital audio mixer. The inputs to the Digital Mixer are PCM (wave) digital audio, Internal FM, Serial Port, External Wavetable, and A/D Monitor Loopback. Each input except for the External Wavetable input has an adjustable attenuator 4301 with a range from 0dB to -94.5dB. The external wavetable attenuator and FM synthesis path attenuators 4302 and 4304 have a range of +12db to 82.5dB.

To maximize signal-to-noise performance, a DAC attenuator is provided that is part digital and part analog. The total attenuation, range (0dB to -94.5dB) is split into a digital controlled part 4304 and an analog

controlled part 4305. Digital controlled part 4304 operates with an attenuation step size of -6dB over a range of from 0dB to -60dB (10 steps). Analog controlled part 4305 operates with an attenuation step size of -1.5dB over a range of from +12dB to -34.5dB (23 steps). FIGURE 44 illustrates the present attenuation scheme and TABLE 61 describes the attenuation stepping/register settings.

TABLE 61

DAC Attenuator I6, I7, X14, X15 Registers	Analog Gain/Attenuation	Digital Gain/Attenuation	Total Gain/Attenuation	DAC Attenuator I6, I7 Register Setting	Analog Gain/Attenuation	Digital Gain/Attenuation	Total Gain/Attenuation
64	0dB	0dB	0dB	64	+12.0dB	0dB	+12.0dB
65	-1.5dB	0dB	-1.5dB	65	+10.5dB	0dB	+10.5dB
66	+3.0dB	0dB	-3.0dB	66	+3.0dB	0dB	+9.0dB
67	-4.5dB	0dB	-4.5dB	67	+7.5dB	0dB	+7.5dB
68	-6.0dB	0dB	-6.0dB	68	+6.0dB	0dB	+6.0dB
69	-7.5dB	0dB	-7.5dB	69	+4.5dB	0dB	+4.5dB
70	+3.0dB	0dB	-6.0dB	70	+3.0dB	0dB	+3.0dB
71	-10.5dB	0dB	-10.5dB	71	+1.5dB	0dB	+1.5dB
72	-12.0dB	0dB	-12.0dB	72	0dB	0dB	0dB

DAC Attenua tor I6, I7, X14, X15 Registe rs	Analog Gain/ Attenua tion	Digita l Gain/ Attenu ation	Total Gain/ Attenu ation	DAC Attenu ator I6, I7 Regist er Settin g	Analog Gain/ Attenua tion	Digita l Gain/ Attenu ation	Total Gain/ Atten uation
9	-13.5dB	0dB	-13.5dB	73	0dB	0dB	0dB
10	-15.0dB	0dB	-15.0dB	74	0dB	0dB	0dB
11	-16.5dB	0dB	-16.5dB	75	0dB	0dB	0dB
12	-18.0dB	0dB	-18.0dB	76	0dB	0dB	0dB
13	-19.5dB	0dB	-19.5dB	77	0dB	0dB	0dB
14	-21.0dB	0dB	-21.0dB	78	0dB	0dB	0dB
15	-22.5dB	0dB	-22.5dB	79	0dB	0dB	0dB
16	-24.0dB	0dB	-24.0dB	80	0dB	0dB	0dB
17	-25.5dB	0dB	-25.5dB	81	0dB	0dB	0dB
18	-27.0dB	0dB	-27.0dB	82	0dB	0dB	0dB
19	-28.5dB	0dB	-28.5dB	83	0dB	0dB	0dB
20	-30.0dB	0dB	-30.0dB	84	0dB	0dB	0dB
21	-31.5dB	0dB	-31.5dB	85	0dB	0dB	0dB
22	-33.0dB	0dB	-33.0dB	86	0dB	0dB	0dB

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DAC Attenuator I6, I7, X14, X15 Registers	Analog Gain/ Attenuation	Digital Gain/ Attenuation	Total Gain/ Attenuation	DAC Attenuator I6, I7 Register Setting	Analog Gain/ Attenuation	Digital Gain/ Attenuation	Total Gain/ Attenuation
23	-34.5dB	0dB	-34.5dB	87	0dB	0dB	0dB
24	-30.0dB	-6.0dB	-36.0dB	88	0dB	0dB	0dB
25	-31.5dB	-6.0dB	-37.5dB	89	0dB	0dB	0dB
26	-30.0dB	-6.0dB	-39.0dB	90	0dB	0dB	0dB
27	-34.5dB	-6.0dB	-40.5dB	91	0dB	0dB	0dB
28	-30.0dB	-12.0dB	-42.0dB	92	0dB	0dB	0dB
29	-31.5dB	-12.0dB	-43.5dB	93	0dB	0dB	0dB
30	-33.0dB	-12.0dB	-45.0dB	94	0dB	0dB	0dB
31	-34.5dB	-12.0dB	-46.5dB	95	0dB	0dB	0dB
32	-30.0dB	-18.0dB	-48.0dB	96	0dB	0dB	0dB
33	-31.5dB	-18.0dB	-49.5dB	97	0dB	0dB	0dB
34	-33.0dB	-18.0dB	-51.0dB	98	0dB	0dB	0dB
35	-34.5dB	-18.0dB	-52.5dB	99	0dB	0dB	0dB
36	-30.0dB	-24.0dB	-54.0dB	100	0dB	0dB	0dB

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DAC Attenuator I6, I7 X14, X15 Registers	Analog Gain/ Attenuation	Digital Gain/ Attenuation	Total Gain/ Attenuation	DAC Attenuator I6, I7 Register Setting	Analog Gain/ Attenuation	Digital Gain/ Attenuation	Total Gain/ Attenuation
37	-31.5dB	-24.0dB	-55.5dB	101	0dB	0dB	0dB
38	-33.0dB	-24.0dB	-57.0dB	102	0dB	0dB	0dB
39	-34.5dB	-24.0dB	-58.5dB	103	0dB	0dB	0dB
40	-30.0dB	-30.0dB	-60.0dB	104	0dB	0dB	0dB
41	-31.5dB	-30.0dB	-61.5dB	105	0dB	0dB	0dB
42	-33.0dB	-30.0dB	-63.0dB	106	0dB	0dB	0dB
43	-34.5dB	-30.0dB	-64.5dB	107	0dB	0dB	0dB
44	-30.0dB	-36.0dB	-66.0dB	108	0dB	0dB	0dB
45	-31.5dB	-36.0dB	-67.5dB	109	0dB	0dB	0dB
46	-33.0dB	-36.0dB	-69.0dB	110	0dB	0dB	0dB
47	-34.5dB	-36.0dB	-70.5dB	111	0dB	0dB	0dB
48	-30.0dB	-42.0dB	-72.0dB	112	0dB	0dB	0dB
49	-31.5dB	-42.0dB	-73.5dB	113	0dB	0dB	0dB
50	-33.0dB	-42.0dB	-75.0dB	114	0dB	0dB	0dB

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DAC Attenuator I6, I7 X14, X15 Registers	Analog Gain/Attenuation	Digital Gain/Attenuation	Total Gain/Attenuation	DAC Attenuator I6, I7 Register Setting	Analog Gain/Attenuation	Digital Gain/Attenuation	Total Gain/Attenuation
51	-34.5dB	-42.0dB	-76.5dB	115	0dB	0dB	0dB
52	-30.0dB	-48.0dB	-78.0dB	116	0dB	0dB	0dB
53	-31.5dB	-48.0dB	-79.5dB	117	0dB	0dB	0dB
54	-33.0dB	-48.0dB	-81.0dB	118	0dB	0dB	0dB
55	-34.5dB	-48.0dB	-82.5dB	119	0dB	0dB	0dB
56	-30.0dB	-54.0dB	-84.0dB	120	0dB	0dB	0dB
57	-31.5dB	-54.0dB	-85.5dB	121	0dB	0dB	0dB
58	-33.0dB	-54.0dB	-87.0dB	122	0dB	0dB	0dB
59	-34.5dB	-54.0dB	-88.5dB	123	0dB	0dB	0dB
60	-30.0dB	-60.0dB	-90.0dB	124	0dB	0dB	0dB
61	-31.5dB	-60.0dB	-91.5dB	125	0dB	0dB	0dB
62	-33.0dB	-60.0dB	-93.0dB	126	0dB	0dB	0dB
63	-34.5dB	-60.0dB	-94.5dB	127	0dB	0dB	0dB

In Mode 1 or 2, the Digital Output Mixer supports control of only the PCM (wave) audio (Codec registers 16, 17) and the A/D Monitor Loopback (codec registers 113). Control of Serial Port or wavetable volume is not available in this mode.

The PCM Audio (wave) volume is controlled by the LDA6-0, RDA6-0 bits in codec registers I6 and I7 respectively. Volume control range is +12dB to -94.5dB in 1.5dB steps.

The A/D Monitor Loopback volume is controlled by the LBA5-0 bits in codec register 113. Volume control range is 0dB to -94.5dB in 1.5dB steps.

In Mode 3, additional codec registers are available for controlling the volume of Serial Port 117 (X8X9), external wavetable (XI6,XI7), and the right channel A/D Monitor Loopback (X10).

The Serial Port 117 volume is controlled by the LSPA5-0, RSPA5-0 bits in codec extended registers X8 and X9 respectively. Volume control range is 0dB - -94.5dB in 1.5dB steps.

The external wavetable volume is controlled by the LBA5-0, LBA5-0 bits in codec extended registers X16 and X17 respectively. Volume control range is +12dB to -82.5dB in 1.5dB steps.

The A/D Monitor Loopback Left Channel volume is controlled by the LBA5-0 bits in codec extended register 113. Volume control range is 0dB to -94.5dB in 1.5dB steps.

The A/D Monitor Loopback Right Channel volume is controlled by the RBA.5-0 bits in codec extended register X10. Volume control range is 0dB to -94.5dB in 1.5dB steps.

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When Internal FM synthesizer 116 is enabled some functional changes occur in regard to mixer operation. Normally when using external FM, the FM audio is mixed into the Output Analog Mixer via the LINE_IN input. When
5 using internal FM the FM audio source is now digital which is mixed in via the Digital Mixer. Bits ISO and IS1 in codec extended register X4 are used to control the redirecting of certain host register accesses into specific volume control registers. IS1 controls the
10 redirecting of host accesses for Internal FM and ISO controls the redirecting for the wavetable.

In the Codec 100, the external FM analog source is moved to an internal digital source, and the additional support for a digital external wavetable synthesizer.
15 The Codec 100 transparently supports control of Internal FM and external wavetable volume via existing software and still maintain compatibility with traditional external analog sources being input via the LINE_IN input.

20 When Internal FM 116 block is disabled the Digital Mixer Operates in a standard Mode 2 configuration. In this mode the DAC attenuator (I6, I7) affects all the digital audio sources; A/D Monitor Loopback, Serial Port, wavetable, and PCM(wave). The External FM or MIDI volume
25 is controlled through the LINE_IN (I18,I19) register pair. In this mode independent volume control of the Serial Port 117 and external wavetable is not possible.

When the Internal FM block 116 is enabled, bits ISO and IS1 in register X4 determine the mapping of registers
30 into specific volume controls. In the default operating mode of ISO, IS1=01 host accesses to the LINE_IN registers (I18,I19) are redirected to the FM volume

control registers X6 and X7 in the Digital Mixer. In this mode the DAC attenuator (X14, X15) affects all the digital audio sources; A/D Monitor Loopback, Serial Port, external wavetable, and PCM(wave). The External FM or MIDI volume is controlled through the LINE_IN (II8, II9) register pair. In this mode independent volume control of the Serial Port and external wavetable is possible.

There are cases when switching between Mode 2 and Mode 3 that will cause volume level changes or various audio input sources to be enabled that should not be.

Examples are described below:

- a) When Internal FM is enabled the Digital Mixer is configured differently to allow individual control of the 4 digital input sources. In this instance the DAC volume control registers I6, I7 and the Digital Loopback Monitor volume registers X14, XI 5 swap. If the settings are different between the I6, I7 and X14, X15 registers when switching between Mode 2 and Mode 3 changes in volume level will occur;
- b) In Mode 3 operation the AUX1, AUX2, and LINE_IN inputs into the Input Mixer Summer have switches (LX1IM, LX1MM, RX1IM, RX1MM, LLIM, LLMM, RLIM, RLMM) that are independently controllable. These switches are all disabled in Mode 2 and will result in the Mode 3 configuration being lost until Mode 3 is again enabled. When the switch to Mode 2 occurs the input mixer reverts to a mux with the selected input source defined

by the current value held in registers I0
and I1;

Also Note: In Mode 3 the LX1IM - RX1IM and LX1MM -
RX1MM bits (Aux1) or the LLIM-RLIM and LLMM-RLMM bits
(Line) must not be on simultaneously. Having both these
switches on simultaneously connects the input and output
of the pre-summer gain stage into the input mixer and
will cause the signal to cancel itself out due to the
fact that the pre-summer gain stage output is inverted
relative to the input.

c) The Input Mixer Summer attenuator is forced
to 0dB in Mode 1, 2. If the Input Mixer
Summer attenuator is set to an attenuation
setting other than 0dB, via a Mode 3 change,
then switching to Mode 1, 2 will cause the
Input Mixer Summer attenuator to be forced
back to 0dB;

d) In Mode 3 operation the Mono Input Mute and
Mono Output Mute have independent left/right
mute controls. The right channel mute
controls are located in Mode 3 accessible
registers only. If a Mode 3 application
unmutes the right channel Mono Input or Mono
Output then a switch to Mode 2 operation
will leave the right channel Mono Input or
Mono Output unmuted regardless of the state
of the Mode 2 MIM or MOM bits; and

e) In Mode 3 operation the Monitor Loopback
path from A/D to D/A has the ability to have
independent left/right attenuation controls.
The Monitor Loopback attenuation control
becomes left/right independent when the SLBE

5 bit in register X10 is set to 1. If the SLBE
is left set to a one when switching to Mode
2 operation, the right channel Monitor
Loopback attenuation control will not be
affected by the Mode 2 Monitor Loopback
attenuation register I13.

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10 In Mode 3, the LIS1-LIS0 (codec register X4), and
RIS1-RIS0 (codec register X5) bits and the LMS1-LMS0
(codec register C27), and RMS1-RMS0 (codec register C29)
bits set the amount of attenuation for the Left and Right
Input Mixer Summer and Output Mixer Summer. When more
than one analog input source has a large voltage swing,
overload may occur at the Mixer Summers. To optimize
signal-to-noise performance and prevent overload, the
15 amount of attenuation set in the Mixer Summers should be
increased. By controlling the various combinations of
Summer and Gain settings, signal overload can be avoided
while maximizing the signal-to-noise. The host
controlling software can keep track of how many input
20 sources are used, based on which inputs are unmuted, and
automatically adjust the Input and Output Mixer Summers
accordingly. The concept is that, for every input level
control that is unmuted (set above "0") the summer should
be adjusted to increase attenuation by -6dB and adjust
25 the post summer Gain block to add +6dB of gain. In this
way the overall volume level stays the same, but the
ability to prevent overload is increased. It should be
noted that increasing mixer headroom, by increasing the
Mixer Summer attenuation and increasing the Post Summer
30 gain, will result in poorer signal-to-noise performance.

The highest signal-to noise-ratio for PCM capture
(when one input is used), is when the Input Mixer Summer

bits LIS1-LIS0, and RIS1-RIS0 are set to 00, which is 0dB attenuation, and the post-summer gain LAG4-0, RAG4-0 is set to 0000 (0dB) gain. If signal gain is required, the pre-summer input gain block should be used rather than the post-summer gain block. Increasing gain prior the summer, reduces the effect of noise generated by the Input Summer and keeps the signal to ratio the highest throughout the signal path. When more than one input channel is used the Input Mixer Summer should be set to attenuate -6dB for each additional input used. This will prevent clipping at Input Summer 114.

The highest signal-to-noise ratio through the Line Out is obtained when the Output Mixer Summer bits LMS1-LMS0 and RMS1-RMS0 are set to 01 (0dB attenuation) and the Post Summer gain is set to 0dB. Note: Mode 2 is defaulted with the Output Mixer Summer set to 12dB attenuation and the Gain is set to +12dB. This was designed so that the Summer would not overload under typical usage. To obtain the best signal-to-noise ratio performance use Mode 3 and set the Output Mixer Summer to 0dB attenuation and set the Post Summer Gain to 0dB. When making signal-to-noise and distortion measurements the mixer should be set this way to obtain the best performance possible.

Codec 100 includes independent Sample Rate Converters (SRC) 112 and 113 on the capture (A/D) and playback (D/A) data paths. In Codec 100 both A/D converters and D/A converters operate at a fixed sample rate of 44.1 kHz. The SRCs 112 and 113 are then used to convert from 44.1 kHz to the desired sample rate as specified in codec registers I8 (Mode 1), I22 (Mode 2), or X12 and X13 (Mode 3). The SRCs 112 and 113 are

digital filters that either decimate(capture) or
interpolate(playback) the converter fixed rate data to a
user specified alternate rate. This method whereby the
converters operate at a fixed sample rate and digital
5 filters are used to sample rate convert the data has
distinct advantages in the area of noise management.

In the Codec 100 playback and capture sample rates
may be specified by a variety of methods. The SRCs
provide a wide range of available sample rates. See
10 TABLE 62 for available sample rates.

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TABLE 62

DIV	CS2=1			CS2=0		
	M = 64	M = 128	M = 256	M = 64	M = 128	M = 256
5:0	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz
0	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz
1	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz
2	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz	50.400 kHz
3	50.400 kHz	50.400 kHz	44.100 kHz	50.400 kHz	50.400 kHz	50.400 kHz
4	50.400 kHz	50.400 kHz	33.075 kHz	50.400 kHz	50.400 kHz	47.973 kHz
5	50.400 kHz	50.400 kHz	26.460 kHz	50.400 kHz	50.400 kHz	37.800 kHz
6	50.400 kHz	44.100 kHz	22.050 kHz	50.400 kHz	50.400 kHz	32.012 kHz
7	50.400 kHz	37.800 kHz	18.900 kHz	50.400 kHz	50.400 kHz	27.446 kHz
8	50.400 kHz	33.075 kHz	16.538 kHz	50.400 kHz	42.336 kHz	24.055 kHz
9	50.400 kHz	29.400 kHz	14.700 kHz	50.400 kHz	40.708 kHz	19.244 kHz
10	50.400 kHz	26.460 kHz	13.230 kHz	50.400 kHz	37.800 kHz	17.351 kHz
11	48.109 kHz	24.055 kHz	12.027 kHz	50.400 kHz	35.280 kHz	16.006 kHz

ATTORNEY DOCKET NO.
0750-CS(2836-P0590S)

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DIV	CS2=1			CS2=0		
	M = 64	M = 128	M = 256	M = 64	M = 128	M = 256
5:0						
12	44.100 kHz	22.050 kHz	11.025 kHz	50.400 kHz	32.012 kHz	14.700 kHz
13	40.708 kHz	20.354 kHz	10.177 kHz	50.400 kHz	29.400 kHz	13.746 kHz
14	37.800 kHz	18.900 kHz	9.450 kHz	50.400 kHz	27.138 kHz	12.752 kHz
15	35.280 kHz	17.640 kHz	8.820 kHz	50.400 kHz	25.815 kHz	11.260 kHz
16	33.075 kHz	16.538 kHz	8.269 kHz	47.973 kHz	24.055 kHz	10.691 kHz
17	31.129 kHz	15.565 kHz	7.782 kHz	46.017 kHz	22.520 kHz	10.080 kHz
18	29.400 kHz	14.700 kHz	7.350 kHz	42.336 kHz	21.168 kHz	9.6000 kHz
19	27.853 kHz	13.926 kHz	6.963 kHz	40.708 kHz	20.354 kHz	9.124 kHz
20	26.460 kHz	13.230 kHz	6.615 kHz	37.800 kHz	19.244 kHz	8.747 kHz
21	25.200 kHz	12.600 kHz	6.300 kHz	36.497 kHz	18.248 kHz	8.334 kHz
22	24.055 kHz	12.027 kHz	6.014 kHz	35.280 kHz	17.351 kHz	7.899 kHz
23	23.009 kHz	11.504 kHz	5.752 kHz	33.075 kHz	16.800 kHz	7.670 kHz
24	22.050 kHz	11.025 kHz	5.513 kHz	32.012 kHz	16.006 kHz	7.401 kHz

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DIV	CS2=1				CS2=0			
	M = 64	M = 128	M = 256	M = 64	M = 128	M = 256	M = 64	M = 256
5:0								
25	21.168 kHz	10.584 kHz	5.292 kHz	31.129 kHz	15.339 kHz	7.103 kHz		
26	20.354 kHz	10.177 kHz	5.088 kHz	29.400 kHz	14.700 kHz	6.873 kHz		
27	19.600 kHz	9.800 kHz	4.900 kHz	28.605 kHz	14.303 kHz	6.620 kHz		
28	18.900 kHz	9.450 kHz	4.725 kHz	27.446 kHz	14.112 kHz	6.415 kHz		
29	18.248 kHz	9.124 kHz	4.562 kHz	26.460 kHz	13.746 kHz	6.189 kHz		
30	17.640 kHz	8.820 kHz	4.410 kHz	25.815 kHz	13.230 kHz	6.014 kHz		
31	17.071 kHz	8.535 kHz	4.268 kHz	24.614 kHz	12.752 kHz	5.815 kHz		
32	16.538 kHz	8.269 kHz	4.151 kHz	24.055 kHz	12.452 kHz	5.660 kHz		
33	16.036 kHz	8.018 kHz	4.151 kHz	23.520 kHz	12.027 kHz	5.484 kHz		
34	15.565 kHz	7.782 kHz	4.151 kHz	22.520 kHz	11.631 kHz	5.345 kHz		
35	15.120 kHz	7.560 kHz	4.151 kHz	22.050 kHz	11.025 kHz	5.188 kHz		
36	14.700 kHz	7.350 kHz	4.151 kHz	21.168 kHz	10.691 kHz	5.064 kHz		
37	14.303 kHz	7.151 kHz	4.151 kHz	20.753 kHz	10.376 kHz	4.923 kHz		

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DIV	CS2=1			CS2=0		
	M = 64	M = 128	M = 256	M = 64	M = 128	M = 256
5:0						
38	13.926 kHz	6.963 kHz	4.151 kHz	20.354 kHz	10.080 kHz	4.811 kHz
39	13.569 kHz	6.785 kHz	4.151 kHz	19.600 kHz	9.892 kHz	4.683 kHz
40	13.230 kHz	6.615 kHz	4.151 kHz	19.244 kHz	9.600 kHz	4.562 kHz
41	12.907 kHz	6.454 kHz	4.151 kHz	18.568 kHz	9.124 kHz	4.466 kHz
42	12.600 kHz	6.300 kHz	4.151 kHz	18.248 kHz	8.969 kHz	4.374 kHz
43	12.307 kHz	6.153 kHz	4.151 kHz	17.939 kHz	8.894 kHz	4.268 kHz
44	12.027 kHz	6.014 kHz	4.151 kHz	17.351 kHz	8.747 kHz	4.167 kHz
45	11.760 kHz	5.880 kHz	4.151 kHz	17.071 kHz	8.535 kHz	4.151 kHz
46	11.504 kHz	5.752 kHz	4.151 kHz	16.800 kHz	8.334 kHz	4.151 kHz
47	11.260 kHz	5.630 kHz	4.151 kHz	16.283 kHz	8.142 kHz	4.151 kHz
48	11.025 kHz	5.513 kHz	4.151 kHz	16.006 kHz	7.899 kHz	4.151 kHz
49	10.800 kHz	5.400 kHz	4.151 kHz	15.565 kHz	7.840 kHz	4.151 kHz
50	10.584 kHz	5.292 kHz	4.151 kHz	15.339 kHz	7.670 kHz	4.151 kHz

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DIV	CS2=1				CS2=0			
	M = 64	M = 128	M = 256	M = 512	M = 64	M = 128	M = 256	M = 512
51	10.376 kHz	5.188 kHz	4.151 kHz	15.120 kHz	7.506 kHz	4.151 kHz	4.151 kHz	4.151 kHz
52	10.177 kHz	5.088 kHz	4.151 kHz	14.700 kHz	7.401 kHz	4.151 kHz	4.151 kHz	4.151 kHz
53	9.985 kHz	4.992 kHz	4.151 kHz	14.499 kHz	7.249 kHz	4.151 kHz	4.151 kHz	4.151 kHz
54	9.800 kHz	4.900 kHz	4.151 kHz	14.303 kHz	7.103 kHz	4.151 kHz	4.151 kHz	4.151 kHz
55	9.622 kHz	4.811 kHz	4.151 kHz	13.926 kHz	6.963 kHz	4.151 kHz	4.151 kHz	4.151 kHz
56	9.450 kHz	4.725 kHz	4.151 kHz	13.746 kHz	6.873 kHz	4.151 kHz	4.151 kHz	4.151 kHz
57	9.284 kHz	4.642 kHz	4.151 kHz	13.397 kHz	6.741 kHz	4.151 kHz	4.151 kHz	4.151 kHz
58	9.124 kHz	4.562 kHz	4.151 kHz	13.230 kHz	6.615 kHz	4.151 kHz	4.151 kHz	4.151 kHz
59	8.969 kHz	4.485 kHz	4.151 kHz	13.067 kHz	6.493 kHz	4.151 kHz	4.151 kHz	4.151 kHz
60	8.820 kHz	4.410 kHz	4.151 kHz	12.752 kHz	6.415 kHz	4.151 kHz	4.151 kHz	4.151 kHz
61	8.675 kHz	4.338 kHz	4.151 kHz	12.600 kHz	6.300 kHz	4.151 kHz	4.151 kHz	4.151 kHz
62	8.535 kHz	4.268 kHz	4.151 kHz	12.452 kHz	6.189 kHz	4.151 kHz	4.151 kHz	4.151 kHz
63	8.400 kHz	4.200 kHz	4.151 kHz	12.166 kHz	6.083 kHz	4.151 kHz	4.151 kHz	4.151 kHz

In Mode 1, Codec Register I8 bits CSF2 - CSF0 and C2SL are used to set the capture and playback sample rates. TABLES 63A and 63B show the mapping for the SRC Divider values. In this mode the sample rate for both capture and playback are identical.

TABLE 63A

CSF2:CSF0	Divider Value	
	C2SL=0	Sample Rate
0	2117	8.000 kHz
1	1058	16.00Khz
2	617	27.466Khz
3	529	32.000Khz
4	384	44.100Khz
5	384	44.100Khz
6	353	47.973Khz
7	1764	9.6000Khz

TABLE 63B

CSF2:CSF0	C2SL=1	Sample Rate
0	3072	5.513 kHz
1	1536	11.025 kHz
2	896	18.900 kHz
3	768	22.050 kHz
4	448	37.800 kHz
5	384	44.100 kHz
6	512	33.075 kHz
7	2558	6.6200 kHz

In Mode 2, Codec Register I22 - When the SRE bit is set to 1, bits D3 - D0 of codec register I8 are ignored, and the sample rate frequency is determined by CS2, DIV5 - DIV0 and OSM1 - OSM0 in codec register I10. In this mode a much larger range of samples rate are available. In this mode as in Mode 1 the playback and capture rates are identical.

TABLE 64

OSM1	OSM0	M =
0	0	64
0	1	128
1	0	256
1	1	X

In Mode 3, Codec Extended register X14 - When the SRCE bit is set to 1 the codec extended registers X12 and X13 are used to set the sample rate, and codec registers I8 or I22 are ignored. Register X12 (SRAD7-0) is used to specify the sample rate for capture (A/D SRC 113), and register X13 (SRDA7-0) is used to specify the sample rate for playback (D/A SRC 112). This Mode thus allows independent sample rates for capture and playback. TABLE 65 tabulates the available Mode 3 sample rates.

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TABLE 65

Divisor:SRxD7: SRxD0	Sample Rate	Divisor SRAD0	SRAD7: SRAD0	Sample Rate	Divisor SRxD0	SRxD7: SRxD0	Sample Rate	Divisor SRxD0	SRxD7: SRxD0	Sample Rate	Divisor SRAD0	SRAD7: SRAD0
752	47 11.260 kHz	1504	94	7.506 kHz	2256	141	5.630 kHz	3008	188	4.504 kHz	3760	235
768	48 11.141 kHz	1520	95	7.454 kHz	2272	142	5.600 kHz	3024	189	4.485 kHz	3776	236
784	49 11.025 kHz	1536	96	7.401 kHz	2288	143	5.571 kHz	3040	190	4.466 kHz	3792	237
800	50 10.911 kHz	1552	97	7.350 kHz	2304	144	5.541 kHz	3056	191	4.447 kHz	3808	238
816	51 10.800 kHz	1568	98	7.299 kHz	2320	145	5.513 kHz	3072	192	4.428 kHz	3824	239
832	52 10.691 kHz	1584	99	7.249 kHz	2336	146	5.484 kHz	3088	193	4.410 kHz	3840	240
848	53 10.584 kHz	1600	100	7.200 kHz	2352	147	5.456 kHz	3104	194	4.392 kHz	3856	241
864	54 10.479 kHz	1616	101	7.151 kHz	2368	148	5.428 kHz	3120	195	4.374 kHz	3872	242

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Divider	SRxD7: SRxD0	Sample Rate	Divider	SRxD7: SRxD0	Sample Rate	Divider	SRxD7: SRxD0	Sample Rate	Divider	SRxD7: SRxD0	Sample Rate	Divider	SRxD7: SRxD0
880	55	10.376 kHz	1632	102	7.103 kHz	2384	149	5.400 kHz	3136	196	4.356 kHz	3888	243
896	56	10.276 kHz	1648	103	7.056 kHz	2400	150	5.373 kHz	3152	197	4.338 kHz	3904	244
912	57	10.177 kHz	1664	104	7.009 kHz	2416	151	5.345 kHz	3168	198	4.320 kHz	3920	245
928	58	10.080 kHz	1680	105	6.963 kHz	2432	152	5.319 kHz	3184	199	4.302 kHz	3936	246
944	59	9.985 kHz	1696	106	6.918 kHz	2448	153	5.292 kHz	3200	200	4.285 kHz	3952	247
960	60	9.892 kHz	1712	107	6.873 kHz	2464	154	5.266 kHz	3216	201	4.268 kHz	3968	248
976	61	9.800 kHz	1728	108	6.828 kHz	2480	155	5.240 kHz	3232	202	4.251 kHz	3984	249
992	62	9.710 kHz	1744	109	6.785 kHz	2496	156	5.214 kHz	3248	203	4.234 kHz	4000	250

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Divisor	SRxD7: SRxD0	Sample Rate	Divisor	SRAD7: SRAD0	Sample Rate	Divisor	SRxD7: SRxD0	Sample Rate	Divisor	SRxD7: SRxD0	Sample Rate	Divisor	SRAD7: SRAD0
1008	63	9.622 kHz	1760	110	6.741 kHz	2512	157	5.188 kHz	3264	204	4.217 kHz	4016	251
1024	64	9.535 kHz	1776	111	6.699 kHz	2528	158	5.163 kHz	3280	205	4.200 kHz	4032	252
1040	65	9.450 kHz	1792	112	6.657 kHz	2544	159	5.138 kHz	3296	206	4.183 kHz	4048	253
1056	66	9.366 kHz	1808	113	6.615 kHz	2560	160	5.113 kHz	3312	207	4.167 kHz	4064	254
1072	67	9.284 kHz	1824	114	6.574 kHz	2576	161	5.088 kHz	3328	208	4.151 kHz	4080	255
1088	68	9.203 kHz	1840	115	6.533 kHz	2592	162	5.064 kHz	3344	209			
1104	69	9.124 kHz	1856	116	6.493 kHz	2608	163	5.040 kHz	3360	210			
1120	70	9.046 kHz	1872	117	6.454 kHz	2624	164	5.016 kHz	3376	211			

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Divide	SRxD7:	Sample	Divide	SRxD7:	Sample	Divide	SRxD7:	Sample	Divide	SRxD7:	Sample	Divide	SRxD7:
	SRxD0	Rate		SRxD0	Rate		SRxD0	Rate		SRxD0	Rate		SRxD0
1136	71	8.969 kHz	1888	118	6.415 kHz	2640	165	4.992 kHz	3392	212			
1152	72	8.894 kHz	1904	119	6.376 kHz	2656	166	4.969 kHz	3408	213			
1168	73	8.820 kHz	1920	120	6.338 kHz	2672	167	4.946 kHz	3424	214			
1184	74	8.747 kHz	1936	121	6.300 kHz	2688	168	4.923 kHz	3440	215			
1200	75	8.675 kHz	1952	122	6.263 kHz	2704	169	4.900 kHz	3456	216			
1216	76	8.605 kHz	1968	123	6.226 kHz	2720	170	4.877 kHz	3472	217			
1232	77	8.535 kHz	1984	124	6.189 kHz	2736	171	4.855 kHz	3488	218			
1248	78	8.467 kHz	2000	125	6.153 kHz	2752	172	4.833 kHz	3504	219			

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Divide	SRxD7: SRxD0	Sample Rate	Divide	SRxD7: SRxD0	Sample Rate	Divide	SRxD7: SRxD0	Sample Rate	Divide	SRxD7: SRxD0	Sample Rate	Divide	SRxD7: SRxD0
1254	79	8.400 kHz	2016	126	6.118 kHz	2768	173	4.811 kHz	3520	220			
1280	80	8.334 kHz	2032	127	6.083 kHz	2784	174	4.789 kHz	3536	221			
1296	81	8.269 kHz	2048	128	6.048 kHz	2800	175	4.768 kHz	3552	222			
1312	82	8.205 kHz	2064	129	6.014 kHz	2816	176	4.746 kHz	3568	223			
1328	83	8.142 kHz	2080	130	5.980 kHz	2832	177	4.725 kHz	3584	224			
1344	84	8.079 kHz	2096	131	5.946 kHz	2848	178	4.704 kHz	3600	225			
1360	85	8.018 kHz	2112	132	5.913 kHz	2864	179	4.683 kHz	3616	226			
1376	86	7.958 kHz	2128	133	5.880 kHz	2880	180	4.663 kHz	3632	227			

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Divide	SRxD7:	Sample	Divide	SRxD7:	Sample	Divide	SRxD7:	Sample	Divide	SRxD7:	Sample	Divide	SRxD7:
	SRxD0	Rate		SRxD0	Rate		SRxD0	Rate		SRxD0	Rate		SRxD0
1392	87	7.899 kHz	2144	134	5.848 kHz	2896	181	4.642 kHz	3648	228			
1408	88	7.840 kHz	2160	135	5.815 kHz	2912	182	4.622 kHz	3664	229			
1424	89	7.782 kHz	2176	136	5.784 kHz	2928	183	4.602 kHz	3680	230			
1440	90	7.726 kHz	2192	137	5.752 kHz	2944	184	4.582 kHz	3696	231			
1456	91	7.670 kHz	2208	138	5.721 kHz	2960	185	4.562 kHz	3712	232			
1472	92	7.614 kHz	2224	139	5.690 kHz	2976	186	4.542 kHz	3728	233			
1488	93	7.560 kHz	2240	140	5.660 kHz	2992	187	4.523 kHz	3744	234			

FIGURE 45 is a more detailed diagram of FM synthesis block 116 and associated circuitry within codec 100. Internal FM block 116 provides full compatibility with market standard FM-based music synthesis as used in DOS games and educational software. The register interface emulates that of the Yamaha OPL2TM, and OPTUM devices, including the OPL3-L and OPL3-LS variations.

Provision has been made in the Codec 100 internal FM block 116 to support both two operator and four operator FM compatibility modes. Two-operator mode is the most popular in DOS games. In 2-operator mode, either 18 voices are supported, or 15 voices plus five additional rhythm sounds. In 4-operator mode, either six 4-operator FM voices plus six 2-operator FM voices simultaneously, or six 4-operator FM voices, three 2-operator FM voices plus five rhythm sounds simultaneously.

FM synthesis engine 116 generally includes a multiplier 4501, shifter 4502, a pair of adders 4503a and 4503b, registers 4504a-4504b, multiplexers 4505a-4505b, parallel to serial converter 4506, and sample rate converter summer 4507. Also provided is an OPL3 RAM 4509 and associated state machine 4510.

Included in an internal PCM waveform ROM table 4508 are 8 FM source waveforms: sine wave; half sine wave; rectified sine wave; rectified quarter sine wave x 2; half-period sine wave; rectified half-period sine wave; square wave; and a decaying square wave. The amplitude of each sine wave over time is controlled using an envelope generator which requires the following parameters to be specified: attack rate - the speed at which a sound rises to its initial volume; decay rate - the rate at which the amplitude drops off to a sustained

level; sustain level - the "normal" intensity of the tone (absolute 0 to 15 volume scale); and release rate - the speed at which the sound level drops from the sustain level to maximum attenuation. Other factors that need be specified include: pitch; volume; depth; feedback; vibrato and the particular synthesis algorithm.

Internal FM block 124 has two 2-operator synthesis algorithms to choose from and four 4-operator algorithms. Each of the 4-operator algorithms provision for the output of one waveform generator to feedback into its input. The purpose of this feedback is to distort the base waveform oscillator output to produce a spectra rich in harmonics (used for FM based string sounds and for special effects in games).

The FM synthesis registers are discussed below in conjunction with TABLE 66 (direct registers) and TABLE 66 (indirect registers).

TABLE 66

Register Address	/Read	/Write	Function
Base + 1	0	1	Status Register read
Base + 0	1	0	Address Write Array 0
Base + 1	0	1	
Base + 1	1	0	Address Write Array 1
Base + 2	0	1	Data Read
Base + 2	1	0	Data Write
Base + 0	0	1	
Base + 3	1	0	Data Write

FIGURE 46A is a diagram of the bitfields of Status Register at address base +0, (default = 0x00000000). The bitfields of this register are decoded as follows:

IRQ Interrupt Request Flag. IRQ is set to one when either FT1 or FT2 is set to one. IRQ

is reset to zero when the RST bit in array 0, address 0x4, is set to one;

FTI Timer Flag 1. FT1 is set to one when timer 1 has reached its terminal count. FT1 is reset to zero when the RST bit in array 0, address 0x4, is set to one;

FT2 Timer Flag 2. FT2 is set to one when timer 2 has reached its terminal count. FT1 is reset to zero when the RST bit in array 0, address 0x4, is set to one;

res reserved; and

BUSY The FM Synthesis core requires a wait time between when an address is written to the address register and when data is written to the data register. The BUSY bit when = 1 indicates when the FM interface is "not ready" to receive data. When the BUSY bit is a zero then the FM interface is ready to receive data.

The Index Registers are accessed by first writing the specific register index to either Base + 0 or Base + 1 depending on the register is located in Array 0 or Array 1. Data may then be read from the specified register by performing a read from base + 2 or written to the register by performing a write to either base + 2 or base +3. All registers are cleared when the RESDRV pin is high.

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TABLE 67

Index (HEX)	ARRAY 0										ARRAY 1												
	D7	D6	D5	D4	D3	D2	D1	D0	TEST														
	TIMER 1										RESERVED												
00-01																							
02																							
03																							
04	RST	MT1	MT2	ST1																			
05																				NEW3			
08		NTS																					
20-35	AM	VIB	EGT	KSR	MULT	MULT	MULT	MULT	AM	VIB	EGT	KSR	MULT	MULT	MULT	MULT	MULT	MULT	MULT	MULT			
40-55	KSL1	KSL0	TLL5	TLL4	TLL3	TLL2	TLL1	TLL0	KSL1	KSL0	TLL5	TLL4	TLL3	TLL2	TLL1	TLL0							
60-75	AR3	AR2	AR1	AR0	RR3	RR2	DR1	RR0	AR3	AR2	AR1	AR0	DR3	DR2	DR1	DR0							
80-95	SL3	SL2	SL1	SL0	RR3	RR2	DR1	RR0	SL3	SL2	SL1	SL0	RR3	RR2	RR1	RR0							
A0-A8	F7	F6	F5	F4	F3	F2	F1	FC	F7	F6	F5	F4	F3	F2	F1	F0							
B0-B8			KON	B2	B1	B0	F9	F8		KON	B2	B1	B0	B0	F9	F8							
BD	DAM	DVB	RYT	BD	SD	TOM	TC	HH															
C0-C8			CH0B	CH0A	FB2	FB1	FB0	CNT			CH0B	CH0A	FB2	FB1	FB0	CNT							
E0-F5						W2	W1	W0						W2	W1	W0							

FIGURE 46B is a diagram of the bitfields of Test at Index 0x0,0xl, (default = 0x00000000). The bitfields of this register are decoded as follows. All bits should be left at "0".

5 FIGURE 46C is a diagram of the bitfields of Timer #1 at Index 0x2, (default = 0x00000000). The bitfields of this register are decoded as follows. Timer #1 has a resolution of 80.8usec. A count of 0-255 can be programmed. When ST1 is set to a one the contents of
10 Timer #1 register is loaded into counter #1 and counter #1 begins to count down. When counter #1 underflows the IRQ bit is brought low and FT1 is set to one. The counter is reloaded and continues to count down where:

$$t1(ms) = \text{Count value (0-255)} * 80.8\text{usec}$$

15 FIGURE 46D is a diagram of the bitfields of Timer #2 at Index 0x3, (default = 0x00000000). The bitfields of this register are decoded as follows. Timer #2 has a resolution of 323.1usec. A count of 0-255 can be programmed. When ST2 is set to a one the contents of
20 Timer #1 register is loaded into counter #1 and counter #1 begins to count down. When counter #1 underflows the IRQ bit is brought low and FT2 is set to one. The counter is reloaded and continues to count down where:

$$t1(ms) = \text{Count value (0-255)} * 323.1\text{usec}$$

25 FIGURE 46E is a diagram of the bitfields of Timer #1,#2 Control at Index 0x4, Register Array 0, (default = 0x00000000). The bitfields of this register are decoded as follows:

30 RST When RST is set to a one, the FT1, FT2, and IRQ status bits are reset to zero's. The IRQ pin is brought to a high level and the

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RST is reset to zero after FT1, FT2, and IRQ are reset;

MT1 When MT1 is set to a one the ST1 bit and IRQ pin are forced to zero independent of Timer #1 operation;

MT2 When MT2 is set to a one the ST2 bit and IRQ pin are forced to zero independent of Timer #1 operation;

ST2 When ST2 is set to a one the Timer #2 register is loaded into the Timer #2 counter and starts to count down. When ST2 is a zero then the counter is stopped; and

ST1 When ST1 is set to a one the Timer #1 register is loaded into the Timer #1 counter and starts to count down. When ST2 is a zero then the counter is stopped.

FIGURE 46F is a diagram of the bitfields of 4-Operator Mode at Index 0x4, Register Array 1, (default = 0x00000000). The bitfields of this register are decoded as follows:

CSEL5-

CSEL0 When a CSEL bit is set to a one the corresponding channel can be operated in 4-operator mode:

TABLE 68

	CSEL5	CSEL4	CSEL3	CSEL2	CSEL1	CSEL0
Channel #	6	5	4	3	2	1

FIGURE 46G is a diagram of the bitfields of Expansion Register at Index W, Register Array 1, (default = 0x00000000). The bitfields of this register are decoded as follows:

NEW When this bit is set to a one the expanded registers from OPL2 to OPL3 are enabled, i.e. register array 1 is enabled; and

NEW3 When NEW and NEW3 are set to a one the extended
5 OPL3 register bits

PS(power save mode), PD(power-down mode), and the BUSY are enabled.

FIGURE 46H is a diagram of the bitfields of Keyboard Split at Index 0x8, Register Array 0, (default =
10 0x00000000). The bitfields of this register are decoded as follows:

NTS Determines keyboard split separation points. When NTS is set to a zero, the separation point is determined by the second bit of the F-number. When NTS is set to a one, the
15 separation point is determined by the MSB bit of the F-number. Rate scaling is performed by splitting 8 octaves into 16 parts. Octave splitting is called "keyboard split".
20

FIGURE 46I is a diagram of the bitfields of Power Management at Index 0x8, Register Array 1, (default = 0x00000000). The bitfields of this register are decoded as follows:

25 PD Power Down. When the PD and PS bits are set to a one the internal FM block is powered down. All register contents are retained; and

PS Power Save. The PS bit is ignored in the
30 Codec 100. This bit is however read-write.

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FIGURES 46J is a diagram of the bitfields of Tremolo Effect at Index 0x20-35, 0xBD, (default = 0x00000000).

The bitfields of this register are decoded as follows:

AM When AM is set to a one, a tremolo effect
can be applied to the corresponding slot.
The tremolo frequency is 3.7MHz;
DM Sets depth where:
DAM=1 4.8dB; and
DAM=0 1dB.

FIGURES 46K is a diagram of the bitfields of Vibrato Effect at Index 0x20-35, 0xBD, (default = 0x00000000).

The bitfields of this register are decoded as follows:

VIB When VIB is set to a one, a vibrato effect
can be applied to the corresponding slot.
The vibrato modulation frequency is 6.0Hz;
DVB Sets depth where:
DVB=1 14%; and
DAM=0 7%.

(One percent is a semi-tone divided
by 100.)

FIGURE 46L is a diagram of the bitfields of Non-percussive/Percussive Sound at Index 0x20-35, (default = 0x00000000). The bitfields of this register are decoded as follows:

EGT = 0 Percussive Sound; and
= 1 Non-percussive Sound.

FIGURE 46M is a diagram of the bitfields of Rate Key Scale at Index 0x20-35, (default = 0x00000000). The bitfields of this register are decoded as follows:

KSR Rate key scaling is performed when KSR=1.
"Rate Key Scaling" simulates the phenomena

that rise time of a sound increases as the frequency of the note increases.

FIGURE 46N is a diagram of the bitfields of Frequency Multiplier at Index 0x20-35, (default = 0x00000000). The bitfields of this register are decoded as follows:

MULT3-

MULT0 MULT specifies the multiplier for the frequency determined by the BLOCK and F-NUMBER. The actual frequency of each operator is the product of the specified frequency multiplied by the multiplier shown in TABLE 69 below:

TABLE 69

MULT	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Multiplier	.5	1	2	3	4	5	6	7	8	9	10	10	12	12	15	15

FIGURE 460 is a diagram of the bitfields of Total Level at Index 0x40-55, (default = 0x00000000). The bitfields of this register are decoded as follows:

L5-L0 Total Level sets the envelope damping. This can be used to control the modulation rate. The total level is given by the following equation:

$$TL(dB) = (-24 \times L5) + (-12 \times L4) + (-6 \times L3) + (-3 \times L2) + (-1.5 \times L1) + (-0.75 \times L0).$$

FIGURE 46P is a diagram of the bitfields of Level Key Scale at Index 0x:40-55, (default = 0x00000000). The bitfields of this register are decoded as follows:

KSL1-KSL0 The volume of acoustic instruments normally decrease as the note frequency increases. The level Key

Scale is used to simulate this. The
KSL1:0 setting determines the
attenuation on an octave basis;

KSL1:0 00 0dB
 01 3dB/octave
 10 1.5dB/octave
 11 6dB/octave.

FIGURE 46Q is a diagram of the bitfields of Attack
Rate at Index 0x60-75, (default = 0x00000000). The
bitfields of this register are decoded as follows:

AR3:ARO This register determines the attack rate.
AR3:ARO allow fifteen rates with 0 giving
the largest rise time and a value of 15
giving the shortest rise time.

FIGURE 46R is a diagram of the bitfields of Decay
Rate at Index 0x60-75, (default = 0x00000000). The
bitfields of this register are decoded as follows:

DR3:DR0 This register determines the decay rate.
DR3:DR0 allow fifteen rates with 0 giving
the longest decay time and a value of 15
giving the shortest decay time.

FIGURE 46S is a diagram of the bitfields of Release
Rate at Index 0x80-95, (default = 0x00000000). The
bitfields of this register are decoded as follows:

RR3:RR0 This register determines the release rate.
RR3:RR0 allow fifteen rates with 0 giving
the slowest release rate and a value of 15
giving the longest release rate.

FIGURE 46T is a diagram of the bitfields of Sustain
Level at Index 0x80-95, (default= 0x00000000). The
bitfields of this register are decoded as follows:

SLY-SL0 This register determines the sustain rate.
When EGT is set to a one, the output level
from a slot is held after the attenuation
reaches the level set in SL3:SL0. When EGT
is set to zero (percussive), the falling
rate is switched to the Release Rate from
the Decay rate after the attenuation reaches
the level specified in SL3:SL0. The sustain
level is specified by the following
equation:

$$\begin{aligned} \text{SL(dB)} &= (-24 \times \text{SL3}) + (-12 \times \text{SL2}) + \\ &(-6 \times \text{SL1}) + (-3 \times \text{SL0}) \\ &(\text{When SL3:SL0} = 15, \text{ the sustain level} \\ &= -93\text{dB}). \end{aligned}$$

FIGURES 46U is a diagram of the bitfields of
F-Number at Index 0xA0-A8, 0xB0-B8, (default =
0x00000000). The bitfields of this register are decoded
as follows:

F9-F0 Determines the frequency for one
octave. Values from 0 - 1023.

FIGURE 46V is a diagram of the bitfields of Block at
Index 0xB0-B8, (default = 0x00000000). The bitfields of
this register are decoded as follows:

B2-B0 Determines octaves. Values from 0 to 7
octaves:

F Number is determined by pitch
(frequency) and Block as follows:
F-Number = $\frac{(\text{tone pitch } x 2^{19})}{$

49.518 kHz

FIGURE 46W is a diagram of the bitfields of Key On at Index 0xB0, (default = 0x00000000). The bitfields of this register are decoded as follows:

KEYON where 0 = Key Off; and
1 = Key On.

FIGURE 46X is a diagram of the bitfields of Rhythm at Index 0xBD) Default = 0x00000000). The bitfields of this register are decoded as follows:

RHY When this bit is set to a one, the corresponding slots 13 to 18 are set to rhythm mode.

FIGURE 46Y is a diagram of the bitfields of Rhythm Instrument Selection at Index 0xBD, (default = 0x00000000). The bitfields of this register are decoded as follows.

This register controls the synthesizing of each rhythm. In rhythm mode, the sound of a rhythm instrument is synthesized when the corresponding bit of the desired instrument is set to one.

The slot number used by each rhythm instrument is shown in TABLE 70. Set the rate, etc. to match the special features of each musical instrument. The available parameters are F-NUMBER, BLOCK, EGT, MULT, TL, AR, DR, SL, PR, and WS.

TABLE 70.

Rhythm Instrument	Slot Number
Bass drum (BD)	13,16
Snare drum (SD)	17
Tom-tom (TOM)	15
Top cymbal (TC)	18
Hi hat cymbal (HH)	14

When a slot is set to the rhythm mode, set KEY ON of slots 13 to 18 to zero.

FIGURE 46Z is a diagram of the bitfields of Algorithm Selection at Index 0xC0-C8, (default = 0x00000000). This register selects the algorithm. An "algorithm" is a connection scheme defining how a group of operators are combined. A different algorithm can be selected for each channel (register C0-C8H). The bitfields of this register are decoded as follows:

2- operator mode

CNT where = 0 algorithm 1; and
1 algorithm 2

FIGURE 47 is a diagram representing these two algorithms.

In 4-operator mode, four algorithms type are selectable by setting two CNT bits. FIGURE 48 is a diagram illustrating the algorithms in the 4 operator mode.

TABLE 71

A1	Channel Number	CNT bit register	
		CNTn	CNTn+3
0	1	C0H	C3H
	2	C1H	C4H
	3	C2H	C5H
1	4	C3H	C3H
	5	C4H	C4H
	6	C5H	RC5H

FIGURES 46AA are diagrams of the bitfields of Feedback Modulation at Index 0xC0-C8, (default = 0x00000000). The bitfields of this register are decoded as follows.

FIGURE 46AB is a diagram of the bitfields of Output Channel Selection at Index 0xC0-C8, (default =

0x00000000). The bitfields of this register are decoded as follows:

CH0A, CH0B, where 1 = enabled; and
0 = disabled.

- 5 FIGURE 46AC is a diagram of the bitfields of Register Settings at Index 0xE0-F5 (default 0x00000000). Codec 100 internal FM block 124 has 36 virtual waveform generators used for frequency modulation, created by time division multiplexing a single high-performance DSP core.
- 10 Each waveform generator is called an "operator" or "slot". One sound generated by combining two or four operators is called a "channel". There are two kinds of registers: one is controlled by every slot unit, another is controlled by every channel unit.
- 15 The Register settings in slot units is generally as follows: Registers 20H-35H, 40H-55H, 60H-75H, 80H-95H, and E0H-F5H are controlled by every slot unit. Register addresses x6H, x7H, xEH, and xFH do not exist.
- 20 The 36 slots are numbered 1 to 36, which are called "Slot Number". The correspondence between Slot Number and register address is determined as shown in TABLE 72.

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TABLE 72

Slot #	Register Address = Array 0					Register Address = Array 1				
1	20H	40H	60H	80H	E0H	19	20H	40H	60H	80H
2	21H	41H	61H	81H	E1H	20	21H	41H	61H	81H
3	22H	42H	62H	82H	E2H	21	22H	42H	62H	82H
4	23H	43H	63H	83H	E3H	22	23H	43H	63H	83H
5	24H	44H	64H	84H	E4H	23	24H	44H	64H	84H
6	25H	45H	65H	85H	E5H	24	25H	45H	65H	85H
7	26H	46H	66H	86H	E6H	25	26H	46H	66H	86H
8	27H	47H	67H	87H	E7H	26	27H	47H	67H	87H
9	28H	48H	68H	88H	E8H	27	28H	48H	68H	88H
10	29H	49H	69H	89H	E9H	28	29H	49H	69H	89H
11	2AH	4AH	6AH	8AH	EAH	29	2AH	4AH	6AH	8AH
12	2BH	4BH	6BH	8BH	EBH	30	2BH	4BH	6BH	8BH
13	2CH	4CH	6CH	8CH	ECH	31	2CH	4CH	6CH	8CH
14	2DH	4DH	6DH	8DH	EDH	32	2DH	4DH	6DH	8DH
15	30H	50H	70H	90H	FOH	33	30H	50H	70H	FOH
16	31H	51H	71H	91H	FIH	34	31H	51H	71H	FIH
17	32H	52H	72H	92H	F2H	35	32H	52H	72H	F2H
18	33H	53H	73H	93H	F3H	36	33H	53H	73H	F3H
	34H	54H	74H	94H	F4H		34H	54H	74H	F4H
	35H	55H	75H	95H	F5H		35H	55H	75H	F5H

5

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20

In the two-operator mode one FM sound (one channel) is generated using 2 slots. Therefore, 18 channels are generated in two-operator mode. Channels are numbered the same as Slot Number, and are called Channel Numbers.

In case of algorithm 2, any slot of 2 slots can correspond to operator- 1 (operator-2). However, in case of algorithm 1 the timbre depend on which slot is the modulator (which slot is carrier). Vigilance should be taken with regards to Slot Number.

Registers A0H-A8H, B0H-B8H, and C0H-C8H are controlled by every channel unit. The correspondence between Channel Number and register address is determined as follows. Slot Number and Channel in Four-operator Mode

In four-operator mode one FM-type sound (one channel) is generated using 4 slots. 6 channels are generated using 24 slots in four-operator mode. In four operator mode, four algorithms are available as in four-operator mode, the correspondence between slot number and each operator (operator 1, 2,3, or 4) is determined from TABLE 73:

TABLE 73

Array	Slot No.				Channel No.
	Operator 1	Operator 2	Operator 3	Operator 4	
0	1	4	7	10	1
	2	5	8	11	2
	3	6	9	12	3
	19	22	25	28	4
	20	23	26	29	5
1	21	24	27	30	6

The Register settings in channel units (Four-operator mode) are as shown in TABLE 74. Registers A0H-A2H, B0H-B2H, and C0H-C2H are controlled by every

channel unit. However, the CNT bit of registers C3H-C5H is used as an algorithm parameter (refer to description of CNT bit).

TABLE 74

Channel No.	Set Register Array 0			Channel No.	Set Register Array 1		
	A0H	B0H	C0H		A0H	B0H	C0H
1	A0H	B0H	C0H	4	A0H	B0H	C0H
2	A1H	B1H	C1H	5	A1H	B1H	C1H
3	A2H	B2H	C2H	6	A2H	B2H	C2H

Codec 100 internal FM block can generate 5 rhythm instruments (bass drum, snare drum, tomtom, top cymbal, and hi-hat cymbal) using 6 slots. Rhythm slot number are determined to 13-18.

3D Spatial Enhancement is provided by a DSP block 118 that is located between the output of the Digital Mixer and the DAC 110 for each channel.

FIGURE 49 is a functional block diagram of stereo processor a selected DSP 118.

Because of the DSP block placement, providing 3D Spatial Enhancement to analog input sources requires that the A/D Monitor Loopback path be used. Analog audio sources mixed via the output mixer will not be spatial enhanced.

The SRS function creates a fully immersive three dimensional soundfield through the use of a standard two speaker stereo configuration. To enable the SRS stereo process, the SRS bit in control register C3 is set. Use the "SPACE" and "CENTER" features to adjust the level of SRS signal processing. The SPACE 3 - SPACE 0 bits control the amount of perceived width of the SRS three dimensional soundfield. The CENTER 3 - CENTER 0 bits control the amount of mono sound (common to both left and

right) such as a vocalist in music or mono game sound effects.

5 Sound sources that originate in digital format such as IS A Bus, internal FM Synthesis, and Serial Port data are adjusted and mixed through the Digital Mixer. Sound sources that are analog must be adjusted and mixed through the Analog Mixer and digitized by the A/D converter. This digitized data can then be sent to the Digital Mixer through the Monitor FeedBack path for SRS processing.

10 SRS processed digital data can be simultaneously output to the DAC 110, and to the Serial Port 117 by selecting the SP3D bit in register C3.

15 The SRS 3D Mono to Stereo processing synthesizes a stereo signal from a mono input source. This processing creates a pleasing three dimensional sound field and eliminates many of the side effects of other stereo synthesis techniques.

20 Each DSP 118 further supports QSound processing. QSound creates a three dimensional soundfield through the use of a standard two speaker stereo configuration. To enable the QSound stereo process, the 3D Proc on bit in control register C3 is set. The "SPACE" and "CENTER" features discussed above to adjust the level of QSound signal processing. Using the SPACE 3 - SPACE 0 bits will control the amount of perceived width of the QSound three dimensional soundfield. Using the CENTER 3 - CENTER 0 bits will control the Digital Audio volume level.

25 30 Sound sources that originate in digital format such as IS A Bus, internal FM Synthesis, and Serial Port data are adjusted and mixed through the Digital Mixer. Sound sources that are analog must be adjusted and mixed

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through the Analog Mixer and digitized by the A/D converter. This digitized data can then be sent to the Digital Mixer through the Monitor FeedBack path for QSound processing.

5 QSound processed digital data can be simultaneously output to the DAC 110, and to the Serial Port 117 by selecting the SP3D bit in register C3.

3D Spacial Enhancement registers are located in the Control logical device index space accessed by
10 Controlbase +3 and Controlbase +4, discussed above with regards to the Control Registers. As indicated, each of the control registers indexes a set of extended control registers, two of which are as follows:

FIGURE 52A is a diagram of the bitfields of SRS
15 Control Register at Control Index (C2, (default = 00000010). The bitfields of this register are decoded as follows:

20	SPC (Space) 3-0	SRS processed signal gain termed "SPACE". The least significant bit represents -1.5dB, the attenuation range is from 0 dB to - 22.5 dB, with 0000 = (0 dB or min attenuation). See TABLE 75A; and
25	CNT (Center) 3-0	SRS processed signal gain termed "CENTER". The least significant bit represents -1.5 dB, the attenuation range is from 0 dB to - 22.5 dB, with 0000 = (0 dB or min attenuation). See TABLE 75B.
30		

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When the SRS/MONO bit is set to a one this register
is reset to 00100000.

TABLE 75A

	SPC3	SPC2	SPC1	SPC0	LEVEL
0	0	0	0	0	0dB
1	0	0	0	1	-1.5dB
2	0	0	1	0	-3.0dB
3	0	0	1	1	-4.5dB
4	0	1	0	0	-6.0dB
5	0	1	0	1	-7.5dB
6	0	1	1	0	-9.0dB
7	0	1	1	1	-10.5dB
8	1	0	0	0	-12.0dB
9	1	0	0	1	-13.5dB
10	1	0	1	0	-15.0dB
11	1	0	1	1	-16.5dB
12	1	1	0	0	-18.0dB
13	1	1	0	1	-19.5dB
14	1	1	1	0	-21.0dB
15	1	1	1	1	-22.5dB

TABLE 75B

	CNT3	CNT2	CNT1	CNT0	LEVEL
0	0	0	0	0	0dB
1	0	0	0	1	-1.5dB
2	0	0	1	0	-3.0dB
3	0	0	1	1	-4.5dB
4	0	1	0	0	-6.0dB
5	0	1	0	1	-7.5dB
6	0	1	1	0	-9.0dB
7	0	1	1	1	-10.5dB
8	1	0	0	0	-12.0dB
9	1	0	0	1	-13.5dB
10	1	0	1	0	-15.0dB
11	1	0	1	1	-16.5dB
12	1	1	0	0	-18.0dB
13	1	1	0	1	-19.5dB
14	1	1	1	0	-21.0dB
15	1	1	1	1	-22.5dB

FIGURE 52B is a diagram of the bitfields of 3D Sound Control at Control Index C3, (default = 00000000). The bitfields of this register are decoded as follows:

- | | | |
|----|-------|--|
| 5 | 3DEN | When this bit is set to 1, the 3D Audio DSP is enabled and will process any stereo signal from the Digital Mixer. The processed signal is converted by the DAC to "3D" stereo analog 2 channel audio data. The 3D Audio DSP will process either SRS or QSound based on which ROM code is selected; |
| 10 | | |
| 15 | 3DMON | When this bit is set to 1, the SRS Mono to Stereo DSP is enabled instead of the SRS Stereo DSP, and will process any mono or stereo signal from the Digital Mixer. The processed signal is converted by the DAC to "pseudo" stereo analog 2 channel audio data; |
| 20 | 3DSP | When this bit is set to 1, the digital data to the Serial Port is from the 3D Audio DSP. When this bit is set to 0, the digital data to the Serial Port is from the A/D converter; and |
| 25 | Res | Reserved for future use. |

Note: SRS MONO - When the Mono to Stereo function is selected, the "Space" and "Center" bits in register C2 are blocked from writing to, and the registers are set to the default values- "Space" -3 dB or 0010 and "Center" 0 dB or 0000.

These principles can generally be described as follows, with a detailed discussion provided below. A

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master/slave volume control register pair are monitored to detect a volume control change. A change is detected when the contents of the master is different from the contents of the slave. The change detect activates an analog comparitor and a timeout counter. The analog comparitor senses the level of the volume controlled output relative to analog zero. When the analog output swings within the comparitor's zero window, the comparitor outputs a digital signal that is used to update the slave register contents to match the master register. If there the analog signal does not activate the comparitor in a reasonable time, the timer will generate the update signal. Thus, a closed loop system is provided that continuously monitors it's input for a change, waits for an analog zero-cross (or near zero) or timeout, and then updates the volume control.

In the following discussion the volume control will be described as an attenuator. In practice these volume controls can have gain or attenuation, or both gain and attenuation in the same volume control.

The master and slave registers are elements 5001 and 5002. The change sensor is element 5003. The analog comparitor is element 5004. Elements 5005, 5006 and 5007 are the digitally controlled amplifier pieces. Element 5006 is a pulse stretcher. Element 5007 is the timeout counter. Element 5008 is a logical OR function. The control signal RESET initializes the volume control registers. The SLOW_CLK is a 10 ms clock used for the timeout timer. The DISABLE_ZC input forces the slave register 5002 to be transparent, so that volume control updates occur when the master register changes. The signal WR is the write enable for the master register

The functional analysis begins with the RESET signal. When RESET is asserted high, during chip initialization for example, the master and slave registers are forced to the default volume control setting. In the following description it will become evident that it is not necessary to initialize the slave. During RESET active and after RESET deassertion, the Master and SLAVE registers 5001 and 5002 will have identical contents, and the change sensor, 5003, will recognize that condition and output a low level on ZC_ON. The Slave register data will be decoded by 5005, which will activate one of its 32 output signals. The decoder output is used by Attenuator block, 5006, to select one resistor tap. All this results in Op amp 5007 operating at the default attenuation setting. This is a stable configuration where the ZC_ON signal is inactive, the comparator is powered off, the ZERO_C signal is off, Timer 5010 is disabled, the TIMEOUT signal is off, the DISABLE_ZC input is off, and the UPDATE signal is off. During normal operation the DISABLE_ZC signal will remain off, the WR signal will be used to load a digital volume control word from the DATA bus, and the SLOW_CLK signal will be running with a 10ms period.

When a volume control change is desired, the new digital volume control value is placed on the DATA bus (not shown here) and Master latch 5001 is loaded by asserting the WR signal with a short pulse. The output of Master 5001 MASTER now holds the new volume control

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setting. The MASTER and SLAVE words are no longer identical, and change sensor 5003 recognizes this condition and asserts ZC_ON. Comparitor 5004, is powered up, Timer 5010, is activated. The comparitor senses the relative levels to AOUT and VCOM. If AOUT swings within the detection threshold of VCOM the ZEROC signal is asserted. ZEROC may be a very narrow pulse if AOUT is changing rapidly, and so Pulse Stretcher 5009 stretches ZEROC, and via OR gate 5008 asserts UPDATE. The UPDATE signal is the enable input of Slave Register 5002, which in this instance is implemented as a transparent latch. With the assertion of UPDATE, the SLAVE value will take the value of MASTER. The Change Sensor no longer sees a difference, and deasserts ZC_ON. Then everything returns to the stable state, the Comparitor powers off, ZEROC deasserts, the Pulse Stretcher deasserts UPDATE.

If the AOUT signal did not activate Comparitor 5008, due to a DC offset or a very low frequency signal, Timer 5010 would count several ticks of the SLOW_CLK, and then active TIMEOUT, which would force UPDATE asserted. When UPDATE asserts, the SLAVE value changes, and the system returns to its stable state. In the present implementation, Timer 5010 counts two SLOW_CLK pulses to assert TIMEOUT.

FIGURE 50B depicts an exemplary embodiment of a window comparator, such as comparator 5004 of the present circuitry.

Different implementations will change many of the design features presented in this example. Some desirable tradeoffs are to use edge triggered flops for the Master and Slave registers, use longer timeout delay, use a timeout SLOW_CLK that was activated by the volume

control change, or synchronize the UPDATE signal to a system clock or analog sampling clock.

5 A classical problem with using crystal oscillator based clocking circuits is determining when the clock is stable in frequency and duty cycle. Many digital state machines and controller logic can produce undesirable behavior, if operated at the wrong frequency or duty cycle. The common problem is at startup. The oscillator circuit will be slow in starting after power is applied.

10 The crystal will be slow in gaining amplitude. So for some time after power is applied, the oscillator output may be unstable in both frequency and amplitude.

The crystal oscillator clock generator 5100 (FIGURE 51) of the present invention has several parts. The oscillator block 5101 contains the crystal oscillator circuit. A super-hysteresis buffer monitors the unbuffered oscillator output. A clock detector senses clock inactivity. And there are some other logic gates that synchronize the clock with reset and control the clock output.

15

20

The oscillator circuit, 5101, has an enable input and a buffered and non-buffered outputs. The enable input is the on-off control, with enable active, the oscillator circuit is powered up and the circuit will try to oscillate. The unbuffered oscillator output drives the super-hysteresis buffer input. The super-hysteresis buffer is a carefully designed buffer with about two volts of hysteresis. This means that the buffer will not detect a low level until the input is one volt below the center level, and will not detect a high level until the input is one volt above the center level. The center level is designed to match the DC bias point of the

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crystal oscillator circuit, which is roughly one half the supply voltage. Thus, when enable is activated, the super-hysteria buffer output will be steady state until the magnitude of the crystal oscillator exceeds one volt
5 above and below the bias level, then the super-hysteresis output will be a square wave version of the unbuffered oscillator signal.

The second part is to sense the super-hysteresis output for inactivity and synchronously control the
10 buffered oscillator output so that signal presented at the clock generator output is only active when the oscillator is running with a large magnitude.

The clock-off-detect sense inactivity on its input, which is the output of the super-hysteresis buffer. If
15 the super-hysteresis buffer output does not change logical states within the timeout period of the clock-off-detect block, the `olk_is_on` signal will go low indicating a dead oscillator. In a powerup sequence the clock-off-detect will initially detect that the
20 oscillator is dead, the flip-flop is initialized by a power-on reset function. The initial condition disables the buffered oscillator signal from reaching the `xtal_16` output pin. Once the oscillator wakes up and the `clock_off_detect` asserts `Clk_is_on`, the next clock
25 rising edge from the buffered oscillator output will set the `lclkon` signal, which enable the `xtal_16` output, and the rest of the system now has a good clock.

There is other logic outside the clock generator that deals with the situation when the oscillator dies.
30 In general if the oscillator dies, the `clk_is_on` signal is used to shut down normal operation, and return the

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system to a state where it is awaiting the clock startup.

The DISABLE-ZC input is usefully for testability, and for turning off the zero cross volume control for applications where instantaneous volume control updates are desired. Father testability improvement can be made by making the Master and Slave independently readable.

DSP serial port interface 117 is enabled by setting the SPE bit in codec register 116. Once this bit is set the DSP Serial Port pins function as specified by the SF1:SF0 bits in codec register 116 as long as the S/PDIF bit (discussed below) is set to zero. If the S/PDEF bit is set to a one then the DSP serial interface is disabled and S/PDIF data is sent out the SDOUT pin instead.

DSP Serial Interface 117 on codec 100 is available on two different sets of pins. By default codec 100 locates the DSP Serial Interface on the second joystick pins. The switching of the second joystick pins to the DSP Serial Interface is defined by the Serial Port Enable (SPE) bit in register I16 bit D1. The mapping is:

JBBI -- FSYNC;
JBCX -- SDOUT;
JBCY -- SDIN; and
JBB2 -- SCLK.

The DSP Serial Interface may also be located on the XDBUS. The XD4:XD1 pins (see below) are switched to this function by the SPS bit in control register C8. The mapping is:

XD4 -- FSYNC (LRCLK);
XD3 -- SDOUT;
XD2 -- SDIN; and
XD1 -- SCLK.

The DSP Serial Interface on codec 100 supports four modes of operation. Serial Port 1 is illustrated in FIGURE 53, Serial Port Mode 2 is illustrated in FIGURE 54, Serial Port Mode 3 is shown in FIGURE 55, and Serial Port Mode 4 is illustrated in FIGURE 56.

Serial Port Mode 3 is selected by setting the SFL, 0 bits in register codec registers I16 to 11. This format is a 64 bit per frame format that includes ADC as well as DAC 16-bit data. This mode is intended for use by an external modem DSP so that the local audio sourced to the DAC may be cancelled from the local microphone signal (ADC). This feature is to allow only non-DAC source audio (voice) to be sent down the phone line.

S/PDIF interface 119 is a means for serially transmitting digital audio data through a single connection. It provides two channels for audio data, a control channel, and error detection capabilities. The control information is transmitted one bit per sample and is accumulated into a block structure. The data is biphase encoded, which enables the receiver to extract the clock from the data. Coding violations, defined as preambles, are used to identify sample and clock boundaries. The frame/block is shown in FIGURE 57.

Digital data output from the Serial Port (sourced by the ADC or by the Playback Digital Mixer) can be formatted to the Sony Phillips Digital Interface Format (S/PDIF) by setting the S/PDIF bit in register control C4. In addition the SPE bit in codec register I16 must also be set to a one to enable the serial port interface. When the S/PDIF format is enabled, the S/PDIF formatting is for only digital output data from the Serial Data Out (SDOUT pin) only and does not support digital S/PDIF

format data input (SDIN) into the Serial Port. The encoded data is output on the SDOUT pin. External circuitry is used to interface to either an optical output or to a 75 ohm coax cable interface.

5 The S/PDIF output conforms to the SCMS Serial Copy Management System for Digital Audio Transmission for providing protection of unauthorized digital duplication of copyrighted material.

10 An S/PDIF block is 192 frames long. Each frame consists of a channel A and channel B sub-frame. FIGURE 58 is a diagram of the typical subframe. Each sub-frame consists of a Preamble (4-bits), auxiliary data (4-bits), audio data (20 bits), validity flag (1-bit), user data (1-bit), channel status data (1-bit), and Parity (1-bit).
15 Codec 100 supports 16-bits of audio data. Codec 100 generates zero's for the auxiliary data and for audio data bits 17 through 20.

The Channel Status Data is 192 bits in length and is transmitted one bit at a time per Frame. A number of
20 user programmable bits are available in the Channel Status Data and are located in the registers described below. Consumer channel status data is summarized in
TABLE 75C.

TABLE 75C

25	Byte /Bit	CS0	CS1	CS2	CS3	CS4	CS5	CS6	CS7	Block Bit
	0	PRO=0	Audio	Copy	Emphasis	Mode			CS7	
30	1	Category Code							L	CS15
	2	Source Num				Channel Num				CS23
	3	Fs				Clock Acc.		Reserved		CS31
	4-23	Reserved							CS39- 1CS91	

The S/PDIF registers are located in the Control Logical Device Indexed Register space. Access to these registers is through the Control Registers C3 (Index) and C4 (Data), discussed above.

5 Codec 100 interfaces to a wavetable synthesizer, such as a Crystal Semiconductor Codec 100, with zero glue logic through a block 123. FIGURE 59 is a diagram of the coupling between Codec 100 and a wavetable synthesizer 5901.

10 The combination operates from one 16.9344MHz crystal or clock source, Codec 100 being the master clock generator for synthesizer 5901.

15 The serial interface for the wavetable synthesizer requires three pins: MCLK, LRCLK, and DATA. Codec 100 generates the master clock via the MCLK pin for synthesizer 5901. Codec 100 is able to accept 3v logic levels from external wavetable and external wavetable is able to accept 5v logic levels from Codec 100. This insures that both devices operate synchronously. Because
20 of timing skews between Codec 100 and external wavetable, Codec 100 must synchronize the data sourced from external wavetable to its internal clock. Codec 100 detects the edge of LRCLK and performs synchronization so that the digital audio from external wavetable is mixed properly
25 with Codec 100 internal audio data before being sent to the DAC.

Four pins define pins define the Codec - wavetable synthesizer serial interface. These pins are muxed onto the XDBus by bit WTEN in Control Register C8:

30 DATA as XD7 - input;
 LRCLK as XD6 - input;
 MCLK as XD5 - output; and

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BRESET.

BRESET The BRESET pin is forced low when RESDRV
high, when PM1, PM0 are set to 10 in
CTRLbase + 0, or when the BRESET is set to
one in control register C8.

To minimize the number of serial port timing modes
required for the wavetable synthesizer, the serial port
timing is defined to match the default internal SCLK mode
for a 384fs master clock. The SCLK frequency is 48 x
44.1 kHz. Thus, the least significant 16-bits should be
accepted and the rest ignored.

FIGURE 60 is a diagram illustrating this timing
scheme, where:

Internal SCLK Mode;
16-Bit Data;
Data Valid on Rising Edge of SCLK; and
INT SCLK = 48Fs if MCLK/LRCK = 384.

Codec 100 supports a variety of test functions to
aid in chip debug and production test. The Primary Test
Modes are numbered 0 through 10. Within a number of
these Test Modes, namely Test Modes 0, 1, 3, 4 and 6, are
a number of secondary test functions that may operate
simultaneously with the Primary Test Mode. The available
Primary Test Modes are summarized in TABLE 76 and the
secondary test modes in TABLE 77.

Codec 100 Primary Test Modes are enabled by forcing
the TEST pin high. The rising edge of TEST will strobe
the data present on the [TD3.. TD0] pins. The data
latched from these pins determines the Test Mode. If
TEST is low then codec 100 operates normally. The
Secondary Test Modes available in Test Modes 0, 1, 3, 4
and 6, are selected by writing the secondary test

function into register I17. The JAB2 pin is the enable pin for the Secondary Test Modes. It should be noted that even though the Secondary Test functions are available in Primary Test Modes other than 3, the fact that the JAB2 pin is remapped in these other modes means that indeterminate results could occur.

TABLE 76

XD[3..0]	Primary Test Modes
0	RAM Test Mode
1	Boot From RAM Test
2	microcontroller 103 Monitor Mode
3	Codec Test Mode
4	External microcontroller 103 Mode
5	Joystick, FM, CDROM Interface Test
6	Interface Test Mode
7	Force All Digital Outputs High
8	Force All Digital Outputs Low
9	Digital Joystick Test #1
10	Digital Joystick Test #2
11..15	Reserved

Primary Test Mode 3 has special pin mapping that is dependent on which secondary I17 mode is active. These pin mappings are:

Pin	I17 mode	Function
JAB2	All	High activates the I17 mode
CDCS(94)	2, 3	1 bit input stream
CDINT(92)	2, 3	1 bit input stream
CDRQ(91)	2, 4	1 bit output stream
CDACK(93)	2, 4	1 bit output stream
CDCS(94)	All except 2,3	DBEN from RONFPGA - global chip decode
CDINT(92)	All except 2,3	DBDIR from RONFPGA - global chip direction

TABLE 77

I17	Secondary Test Modes
0	No Test Mode functions, normal operation
1	Disable Zero Cross
2	Codec digital 1 bit test (codig_test)
3	DAC analog test (dacana_test)
4	ADC analog test (adcana_test)
5	Codec calibration test (test_cal)
6	Digital one bit loopback (test_dac2adc)
7	Disable codec calibration (disable_cal)
8	Disable codec calibration (disable_cal)
9	Digital loopback (testsrc)
10	Reserved
11	Timer test (test_slw_cntr)
12	Calibration register test (calreg_test)
13	CAC2 digital loopback (chz_dig_loop)
14	Reserved
15	Reserved

To facilitate testing Test Modes 3, 5, 6, 9, and 10 all have the Plug-n-Play registers set to a default value. These default values define a set of I/O addresses, Interrupts, and DMA channel mapping per logic device, as shown in TABLE 78:

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TABLE 78

Default Power-Up Reset Values			Register Name	microcontroller 103 Address	Register Function	Default Value
5	I/O Base Address -	0x15	Sound System		Lower 8 bits of address	0x30
	I/O Base Address -	0x16	Sound System		Upper 4 bits of address	0x5
	I/O Base Address -	0x17	Control		Lower 8 bits of address	0x38
	I/O Base Address -	0x18	Control		Upper 4 bits of address	0x5
	I/O Base Address -	0x19	Sound Blaster		Lower 8 bits of address	0x20
	I/O Base Address -	0x1A	Sound Blaster		Upper 2 bits of address	0x2
	I/O Base Address -	0x1B	Synth		Lower 8 bits of address	0x88
	I/O Base Address -	0x1C	Synth		Upper 2 bits of address	0x3
10						
15						

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Default Power-Up Reset Values		
I/O Base Address -	0x1D	Lower 8 bits of address
MPU-401		
I/O Base Address -	0x1E	Upper 2 bits of address
MPU-401		
I/O Base Address -	0x1F	Lower 8 bits of address
Game Port		
I/O Base Address -	0x20	Upper 2 bits of address
Game Port		
I/O Base Address 0 -	0x21	Lower 8 bits of address
CDROM		
I/O Base Address 0 -	0x22	Upper 2 bits of address
CDROM		
Interrupt Select -	0x23	Bits[3:0]
Synth		
Interrupt Select -	0x24	Bits[3:0]
Sound Blaster		
Interrupt Select -	0x25	Bits[3:0]
Sound System		

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Default Power-Up Reset Values			
Interrupt Select -	0x26	Bits[3:0]	0x9
MPU-401			
Interrupt Select -	0x27	Bits[3:0]	0xF
CDROM			
Interrupt Select -	0x28	Bits[3:0]	0xC
Control			
DMA Channel	0x29	Bits[2:0]	0x1
Select-Sound Blaster			
DMA Channel	0x2A	Bits[2:0]	0x0
Select-Sound System		Playback/Capture	
DMA Channel	0x2B	Bits[2:0] Capture	0x3
Select-Sound System			
DMA Channel Select -	0x2C	Bits[2:0]	0x4
CDROM			
I/O Base Address 1 -	0x2D	Lower 8 bits of address	0x0
CDROM			
I/O Base - Address 1 - CDROM	0x2E	Upper 2 bits of address	0x0

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Default Power-Up Reset Values		
Logical Device	0x2F	0x0
Activate		Activate logical device when bit=1
I/O Base Address -	0x30	Lower 8 bits of address
Modem		
I/O Base - Address -	0x31	Upper 2 bits of address
Modem		
Address Mark Register - CDROM	0x32	Mask used for programmable address range
Address Mark Register - Modem	0x33	Mask used for programmable address range
CDROM Interface Control	0x34	CDROM Interface
Interrupt Select - Modem	0x35	Control Bits Bits[2:0]
Program RAM	0x4000	1.0Kbytes Program
	0x43FF	Ram

In this mode all RAM/ROM addresses, data lines, and control lines are brought out to Codec 100 pins. This enables access to Codec 100 internal ROM and read/write access to internal program RAM via an external device.

This Test Mode allows testing of RAM via test pattern sequences as well as loading of the Program RAM with instructions that may be executed by microcontroller 103 during Test Mode 1. The pin remapping is shown in TABLE 79.

TABLE 79

Codec 100 Pins	Remapping
XD7-XD0	microcontroller 103 Bi-directional data bus
XA0	Read, Input
XA1	Write, Input
XA2	Address A0, Input
XIOW	Address A1, Input
XIOR	Address A2, Input
BRESET	Address A3, Input
JACX	Address A4, Input
JACY	Address A5, Input
JBCX	Address A6, Input
JBCY	Address A7, Input
JBB2	Address A8, Input
JBB1	Address A9, Input
JAB2	Address A10, Input
JAB1	Address A11, Input
CDCS	Address A12, Input
CDACK	Address A13, Input
SINT	Precharge (ALE), Input
CDINT	Address A14, Input
MIDOUT	VIH/VIL Nandtree, Output

In Test Mode 1, microcontroller 103 ROM addresses are swapped such that location 0000 (boot location) is moved from ROM to RAM. Microcontroller 103 is not held reset in this mode. A port 1 test register is also used.

The register may be read or written by microcontroller 103. The output of the register is also connected to the interrupt input lines of microcontroller 103. In this way microcontroller 103 functions may be tested via downloaded code. External pins of codec 100 allow the address, data, and control signals of microcontroller 103 to be monitored externally. The pin remapping is summarized in TABLE 80. A typical Test Mode sequence is:

- 1) RESDRV=1 or RESDRV=0;
 - 2) TEST=1, set XD3-XD0 to 0000 to select Test Mode 0. TEST=0;
 - 3) Using Test Mode 0 load internal Program RAM with diagnostic code;
 4. TEST=1, set XD3-XD0 to 0001 to select Test Mode 1. microcontroller 103 is reset;
 5. TEST=0, microcontroller 103 now boots from RAM;
- and
6. Monitor external pins.

TABLE 80

Codec 100	Remapping
Pins	
XD7-XD0	Output of microcontroller 103 data bus
XA0	Read, Output
XA1	Write Output
XA2	Address A0, Output
XIOW	Address A1, Output
XIOR	Address A2, Output
BRESET	Address A3, Output
JACX	Address A4, Output
JACY	Address A5, Output
JBCX	Address A6, Output
JBCY	Address A7, Output
JBB2	Address A8, Output
JBB1	Address A9, Output
JAB2	Address A10, Output

JAB1	Address A11, Output
CDCS	Address A12, Output
CDACK	Address A13, Output

In Test Mode 2 all microcontroller 103 addresses, data, and control signals are monitored externally via codec 100 pins. The chip operation proceeds normally, with microcontroller 103 executing from its program ROM/RAM and the codec operating normally. The purpose of this Test Mode is to

allow the operation of the internal microcontroller 103 to be monitored externally as it is operating in a system environment.

In order to monitor the codec registers, a means to identify SFR accesses to the codec registers is required. Thus the XD[7:0] bus definition is changed when codec 100 is operating in this Test Mode. The XDB bus is defined to normally follow the state of microcontroller 103 XDB[7:0] bus, but when a SFR access occurs, (indicated by SFRADL) the state of the SFRDB[7:0] and SFRAB[7:0] buses are output onto the XD[7:0] pins in a multiplexed manner. To indicate when the XD[7:0] bus is outputting SFR address/data the XA1:XA0 pins are both driven low simultaneously. The XA1:XA0 pins should remain low during the SFR cycle. This Test Mode 3 pin remapping is summarized in TABLE 81.

TABLE 81

Codec 100 Pins	Remapping
XD7-XD0	Output of XDB[7:0] and SFRDB[7:0] address/data bus
XA0	Read, Output
XA1	Write, Output
XA2	Output Port 1 -0
XWRITE	Output Port 1 -1

	XREAD	Output Port 1 -2
	BRESET	Output Port1 - 3
	JACK	Output Port1 - 4
	JACY	Output Port1 - 5
5	JBCX	Output Port1 - . 6
	JBCY	Output Port 1 - 7
	JBB2	Address A8, Output
	JBB1	Address A9, Output
	JAB2	Address A10, Output
10	JAB1	Address A11, Output
	CDCS	Address A12, Output
	CDACK	Address A14, Output
	CDDRQ	INT0, output
	CDINT	INT1, Output
15	SINT	Codec Interrupt, Output
	SCS	ALE, Output
	MIDOUT	TRO, Output

In the Codec (Sound System) codec register I17, Test Mode codec is isolated from the rest of codec 100 chip. This Test Mode will force the ISA interface logic to be enabled in a default Sound System mode. The base address, DMA and interrupt mapping is determined by power on default values. The Plug & Play interface logic is disabled in this mode. In this mode codec 100 operates as a WSS codec. All existing WSS based diagnostics and test vectors should operate normally. This mode is controlled by codec register [I]117, as summarized in TABLE 82.

TABLE 82

Pin Mapping	I17 Modes	Function
JBB2	All	High activates the I17 modes
CDCS (94)	2, 3	1 bit input stream
CDINT (92)	2, 3	1 bit input stream
CDRQ (93)	2, 4	1 bit output stream
CDACK (91)	2, 4	1 bit output stream

Pin Mapping	I17 Modes	Function
CDCS (94)	All except 2, 3	DBEN from RONFPGA - global chip decode
CDINT (92)	All except 2, 3	DBDIR from RONFPGA - global chip direction

Each of Register I17 Secondary Test Modes can be described as follows:

- 5 I17 Mode 0 Normal codec operation;
- I17 Mode 1 Disable Zero Cross (disable_zc). The volume control zero cross logic is bypassed. Volume control register writes update the slave register with the master register;
- 10 I17 Mode 2 Codec digital 1 bit test (codig_test). The decimator inputs are re-synchronized to the XTAL clock. The DAC modulator still drives the DAC analog. The following data paths are created:
- 15 DAC modulator left output -->
- CDRQ pin;
- DAC modulator right output-->
- 20 CDACK pin;
- CDCS pin --> left ADC decimator input; and
- CDINT pin --> right ADC
- decimator input;
- 25 I17 Mode 3 DAC analog test (dacana_test). The inputs are internally synchronized to

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5

filter; and

filter;

10

```
ADC modulator left output-->CDRQ
pin: and
```

15

Codec calibration test (test_cal). This mode suppresses the normal reset of the capture FIFO, allowing the capture path to function normally. The capture data represents the offset measured by the ADC as the codec is calibrating. The calibration measures the ADC's own offset first, then uses the ADC to measure the DAC offset. Thus the capture record will show the ADC settling to its own offset, then a transient, then the DAC offset;

30

Digital one bit loopback
(test_dac2adc). The DAC 1 bit stream
is looped back into the ADC decimator
to form a digital loopback test;

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	I17 Mode 7	Disable codec calibration (disable_cal). Do not calibrate the codec on chip reset or recovery from full powerdown;
5	I17 Mode 8	Zero Cross Detector Test (zcd_test). Disable the volume control timeout timer so that volume control updates only occur on zero cross;
10	I17 Mode 9	Digital loopback (testsrc). The playback data at the DAC interpolator input is routed to the ADC data formatter instead of the normal ADC data. This forms a digital loopback from playback to capture/serial ports;
15	I17 Mode 10	Test FM ROM. The FM synthesizer's (ROM) is tested by adding all the bits in the ROM to create a check sum. This check sum is then sent to the digital mixer. In order to read the check sum directly the testsrc test is enabled;
20	I17 Mode 11	Timer test (test_slw_cntr). The volume control time out counters will count 256fs clock periods instead of fs clock periods.
25	I17 Mode 12, 13,14	Not used;
30	I17 Test Mode 15 (test_opamp)	The output of each op amp in the mixer is muxed to the MONO OUT pin.

5

10

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30

fact that not all address signals are input to codec 100,
an internal 8-bit latch must be added to latch the
address off of microcontroller 103 multiplexed
address/data bus. This latch uses the ALE signal from
the external microcontroller 103 to latch the data during
the address phase of the multiplexed XD[7:0] bus. The
XDBAL[5:0] pins are now free for other uses. The ALE
signal is input via the JBB2 pin.

The Test Mode 4 Pin Remapping is summarized in TABLE
83.

TABLE 83

codec 100 Pins	Remapping
XD7-XD0	Bi-directional address/data bus
XA0	Read, Input
XA1	Write, Input
XA2	Output Port1 -0
XWRITE	Output Port1 -1
XREAD	Output Port1 -2
BRESET	Output Port1 -3
JACX	Output Port1 -4
JACY	Output Port1 -5
JBCX	Output Port1 -6
JBCY	Output Port1 -7
JBB2	ALE, Input
JBB1	
JAB2	
JAB1	
CDCS	
CDACK	
CDRQ	INT0, output
CDINT	INT1, Output
SINT	Codec interrupt, Output

Test Mode 5 allows test of the "FPGA" logic and
interfaces. The ISA interface is forced to Sound System
mode with the base address and DMA/Interrupt mappings at

power on default settings. The codec operates in this mode, but microcontroller 103 is held reset. No remapping of pins is required in this mode.

Test Mode 6 (replace microcontroller Test Mode) tests the ISA Bus to microcontroller 103 interface logic. This mode is identical to Test Mode 4 except that the interface is forced to Sound System default settings. The codec operates normally in this mode and the internal microcontroller 103 is held reset. TABLE 84 summarized the pin remapping in this mode.

TABLE 84

codec 100 Pins	Remapping
XD7-XD0	Bi-directional address/data bus
XA0	Read, Input
XA1	Write, Input
XA2	Output Port1 -7
XIOW	Output Port1 -1
XIOR	Output Port1 -2
BRESET	Output Port1 -3
JACX	Output Port1 -4
JACY	Output Port1 -5
JBCX	Output Port1 -6
JBCY	Output Port1 -7
JBB2	Address XDBAL[0], Input
JBB1	Address XDBAL[1], Input
JAB2	Address XDBAL[2], Input
JABI	Address XDBAL[3], Input
CDCS	Address XDBAL[4], Input
CDACK	Address XDBAL[5], Input
CDDRQ	INT0, Output
CDINT	INT1, Output
SINT	TR0, Output

Test Mode 7 is the Outputs High Test Mode. When this Test Mode is selected all digital outputs will be forced high.

Test Mode 8 is the Outputs Low Test Mode. When this Test Mode is selected all digital outputs will be forced low.

Test Mode 9 is the Digital Joystick Test Mode A.
5 This is the same as Test Mode 5 except forces digital joystick 16-bit counters to operate as two 8-bit counters in parallel. In this way test time can be minimized by having the upper and lower halves of the 16-bit counter increment at the same time. Thus testing the counter
10 requires 255 clocks instead of 65536. Also joystick microcontroller 103 registers at addresses 0x38 to 0x3F are mapped into Control Register space at addresses C38 to C3F.

Test Mode 10 is the Digital Joystick Test Mode B,
15 which is the same as Test Mode 9 except digital joystick 16-bit counters operate as one 16-bit counter. FIGURE 63 is a diagram of the pinout of Codec 100.

The pins can be described generally as follows.

ISA Bus Interface Pins:

20 SA<11:0> Address, Input

These signals are decoded during I/O cycles to determine access to the various functional blocks within codec 100 as defined by the configuration data written during a Plug And Play configuration sequence.
25

SA<15:12> - Address, Input

These additional address lines are decoded along with SA<11:0> when the 16-bit decoding mode of codec 100 is selected.

30 SD<7:0> - Data Bus, Bi-directional, 24ma drive

These signals are used to transfer data to and from codec 100 and associated peripheral devices.

AEN - Address Enable, Input

5 This signal indicates whether the current bus cycle is an I/O cycle or a DMA cycle. This signal is low during an I/O cycle and high during a DMA cycle

.IOR/ - Read Command Strobe, Input

10 This signal defines a read cycle to codec 100. The cycle may be a register read or a read from codec 100 DMA registers. This signal is active low.

IOW/ - Write Command Strobe, Input

15 This signal indicates a write cycle to codec 100. The cycle may be a write to a control register or codec 100 DMA register. This signal is active low.

20 IOCHRDY - I/O Channel Ready, Open Collector Output, 8ma drive

This signal is driven low by codec 100 during ISA bus cycles in which codec 100 is not able to respond within a minimum cycle time. IOCHRDY is forced low to extend the current bus cycle. The bus cycle is extended until IOCHRDY is brought high.

DRQ<A:C> - DMA Requests, Output, 24ma drive

30 These active high outputs are generated when codec 100 is requesting a DMA transfer. This signal remains high until all the bytes have been transferred as defined by the current transfer data type. The DRQ<A:C> outputs must

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be connected to 8-bit DMA channel request signals only. These are DRQ0, DRQ1, and DRQ3 on the ISA bus.

DAK<A:C> - DMA Acknowledge, Input

5 The assertion of these active low signals indicate that the current DMA request is being acknowledged and codec 100 will respond by either latching the data present on the data bus (write) or putting data on the bus(read).
10 The DAK<2:0> inputs must be connected to 8-bit DMA channel acknowledge lines only. These are DACK0, DACK1, and DACK3 on the ISA bus. IRQ
<A:F>- Host Interrupt Pins, Output, 24ma drive
15 These signals are used to notify the host of events which need servicing. They are connected to specific interrupt lines on the ISA bus. The IRQ<A:F> are individually enabled as per configuration data that is generated during a Plug and Play configuration sequence.

20 Analog Inputs:

LLINE - Left Line Input

Nominally 1 VRMS max analog input for the Left
LINE channel, centered around VREF. The LINE
inputs may be selected for A/D conversion via
25 the input multiplexer (I0). A programmable gain block (I18) also allows routing to the mixer.

RLINE - Right Line Input

Nominally 1 VRMS max analog input for the Right
30 LINE channel, centered around VREF. The LINE inputs may be selected for A/D conversion via the input multiplexer (I1). A programmable

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gain block (I19) also allows routing to the mixer.

LMIC - Left Mic Input

5 Microphone input for the Left MIC channel, centered around VREF. This signal can be either 1 VRMS (LMGE = 0) or 0.1 VRMS (LMGE = 1). The MIC inputs may be selected for A/D conversion via the input multiplexer (I0)

.RMIC - Right Mic Input

10 Microphone input for the Right MIC channel, centered around VREF. This signal can be either 1 VRMS (RMGE = 0) or 0.1 VRMS (RMGE = 1). The MIC inputs may be selected for A/D conversion via the input multiplexer (I1).

15 LAUX1 - Left Auxiliary #1 Input

Nominally 1 VRMS max analog input for the Left AUX1 channel, centered around VREF. The AUX1 input may be selected for A/D conversion via the input multiplexer (I0). A programmable gain block (I2) also allows routing to the output mixer.

RAUX1 - Right Auxiliary #1 Input

20 Nominally 1 VRMS max analog input for the Right AUX1 channel, centered around VREF. The ALJX1 input may be selected for A/D conversion via the input multiplexer (I1). A programmable gain block (I3) also allows routing to the output mixer.

LAUX2 - Left Auxiliary #2 Input

30 Nominally 1 VRMS max analog input for the Left AUX2 channel, centered around VREF. A programmable gain block (I4) also allows

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routing of the AUX2 channels into the output mixer.

RAUX1 - Right Auxiliary #1 Input

5 Nominally 1 VRMS max analog input for the Right AUX2 channel, centered around VREF. A programmable gain block (I5) also allows routing of the AUX2 channels into the output mixer.

MIN - Mono Input

10 Nominally 1 VRMS max analog input, centered around VREF, that goes through a programmable gain stage (I26) into both channels of the mixer. This is a general purpose mono analog input that is normally used to mix the typical
15 "beeper" signal on most computers into the audio system.

Analog Outputs:

LOUT Left Line Level Output

20 Analog output from the mixer for the left channel. Nominally 1 VRMS max centered around VREF when OLB = 1 (I16). When OLB = 0, the output is attenuated 3 dB and is a maximum of 0.707 VRMS.

ROUT - Right Line Level Output

25 Analog output from the mixer for the Right channel. Nominally 1 VRMS max centered around VREF when OLB = 1 (I16). When OLB = 0, the output is attenuated 3 dB and is a maximum of 0.707 VRMS.

30 MOUT - Mono Output When OLB=1 (I16), MOUT is nominally 1 VRMS max analog output, centered around VREF. When OLB=0, the maximum

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output voltage is 3 dB lower, 0.707 VRMS. This output is a summed analog output from both the left and right output channels of the mixer. MOUT typically is connected to a speaker driver that drives the internal speaker in most computers. Independently mutable via MOM in I26.

MIDI Interface:

MIDOUT - Transmit Data, Output

This output is used to send MIDI data serially out to an external NMI device.

MIDIN - Receive Data, Input

This input is used to receive serial MIDI data from an external MIDI device.

Synthesizer Interface:

SCS/UP - Synthesizer Chip Select, Output

This active low output is forced low when a valid address decode to the synthesizer, as defined in the Plug and Play configuration registers, has occurred. This pin also becomes the UP input for the external master volume control.

XCTL1/SINT/DOWN/ACDCS Synthesizer Interrupt, Input
/XCTL1, Output

This active low input is driven by the synthesizer interrupt output pin or outputs XCTL1 depending on state of XIOW when RESDRV goes low. This pin also outputs the alternate CDROM chip select when the alternate CDROM base address register has been programmed to a non-zero value. When using this pin as ACDCS the XIOW pin should be tied through a 10k

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resistor to ground and this pin should be pulled up via a 10k resistor. This insures that ACDCS remains high until the alternate CDROM base address register has been programmed. This pin also become the DOWN input for the external master volume control.

External Peripheral Port:

XD<7:0> - External Data, Bi-directional

These pins are used to transfer data between the ISA bus and external devices such as the synthesizer and CDROM. XD[0] is also used in conjunction with SCL to access an external I²C compatible serial E²PROM. The XD[0] is an open collector type output. A pull-up is required external to codec 100 on the XD[0] pin. The XD[0] pin should be also be connected to the data pin of the E²PROM device. The E²PROM is used to store the Plug and Play 72 bit serial identifier. The XD pins also may be switched to support the external wavetable serial interface and DSP serial interface:

XD7/DATA - External Data Bit 7, or wavetable synthesizer serial interface Data pin;

XD6/LRCLK - External Data Bit 6, or wavetable synthesizer serial interface LRCLK pin;

XD5/MCLK - External Data Bit 5, or wavetable synthesizer serial interface MCLK pin;

XD4/FSYNC - External Data Bit 4, or DSP serial interface FSYNC pin;

XD3/SDOUT - External Data Bit 3, or wavetable synthesizer serial interface SDOUT pin;

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XD2/SDIN - External Data Bit 2, or DSP serial
interface SDIN pin;

XD1/SCLK - External Data Bit 1, or DSP serial
interface SCLK pin;

5 XA2/XCTL0 - External Address, Output/XCTL0, Output:
 This pin either outputs ISA bus address A2 or
 XCTL0 depending on the current Plug & Play
 resource data;

10 XA1 - External Address, Output:
 This pin outputs ISA bus address A1;

XA0/SCL - External Address, Output:
 This pin is used to output ISA bus address A0
 or the clock for the external EEPROM.

15 BRESET/ - External Reset, Output:
 This active low signal is generated whenever
 the RESDRV pin goes high;

XIOR/ - External Read Strobe, Output - CDROM Enable,
Input (Internal 100K pull-up):

20 This active low signal is generated on a ISA
 bus read of an external peripheral device.
 This pin is sampled on the high to low
 transition of RESDRV. If this pin is sampled
 low then the CDROM interface operates normally.
 If this pin is sampled high then the CDROM
25 interface pins operate as inputs for ISA bus
 address bits A12, A13, A14, and A15; and

XIOW/ - External Write Strobe, Output - SINT Enable,
Input (Internal 100K pull-up):

30 This active low signal is generated on a ISA
 bus write of an external peripheral device.
 This pin is sampled on the high to low
 transition of RESDRV. If this pin is sampled

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low then the SINT pin functions as an input for the synthesizer interrupt. If this pin is sampled high then the SINT pin becomes an output for XCTL0.

5 Joystick/Serial Port Interface:

JACK, JACY, JAB1, JAB2, JBCX, JBCY, JBB1, JBB2 -

Joystick Data, Input:

These pins are used to connect directly to the game port connector. Optionally the #2 joystick pins may be programmed as a serial data interface.

10

JACK, JACY - Joystick A coordinates, Input:

These pins should connect directly to the game port connector and are the X/Y coordinates for Joystick A;

15

JAB1, JAB2 - Joystick A Buttons, Input:

These pins should connect directly to the game port connector and are the switch inputs for Joystick A;

20

JBCX/SDOUT - Joystick B Coordinate X, Input/Serial

Data Output, Output:

When this pin is used for a second joystick, it should connect directly to the X coordinate for Joystick B of the game port connector. When the serial port is enabled, via SPE=1 in I16, this pin is used to output the serial data.

25

JBCY/SDIN - Joystick B Coordinate Y, Input/Serial

Data Input, Input;

When this pin is used for a second joystick, it should connect directly to the Y coordinate for Joystick B of the game port connector. When

30

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the serial port is enabled, via SPE=1 in I16,
this pin is used to input the serial data.

JBB1/FSYNC - Joystick B Button1, Input/Frame Sync,

Output:

5 When this pin is used for a second joystick, it
 should connect directly to the switch #1 input
 for Joystick B of the game port connector.

When the serial port is enabled, via SPE=1 in
I16, this pin outputs the serial frame sync;

10 JBB2/SCLK - Joystick B Button2, Input/Serial Clock,

Output:

When this pin is used for a second joystick, it
should connect directly to the switch #2 input
for Joystick B of the game port connector.

15 When the serial port is enabled, via SPE=1 in
 I16, this pin outputs the serial clock;

The dual functioning of the joystick interface pins
is described in TABLE 85.

TABLE 85

	Standard Mode	Serial Port Mode
20	JBB2 Joystick #2 button B	Serial Port - SCLK
	JBB1 Joystick #2 button A	Serial Port - FSYNC
	JAB2 Joystick #1 button B	Joystick #1 button B
	JAB1 Joystick #1 button A	Joystick #1 button A
25	JBCY Joystick #2 Y axis	Serial Port - SDIN
	JBCX Joystick #2 X axis	Serial Port - SDOUT
	JACY Joystick #1 Y axis	Joystick #1 Y axis
	JACK Joystick #1 X axis	Joystick #1 X axis

CDROM Interface:

CDCS/SA12 - CDROM Chip Select (Output)- SA12 Address

30 (Input):

The function of this pin is determined by the
state of the XIOR pin on the falling edge of

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RESDRV. If XIOR is sampled low then this pin functions as CDCS which is driven low whenever codec 100 decodes an address that matches the value programmed into the CDROM base address register. If XIOR is sampled high then this pin becomes an input for SA12;

CDACK/SA13/MCS - CDROM DMA Acknowledge (Output) -
SA13 Address (Input)
Modem Chip Select (Input):

The function of this pin is determined by the state of the XIOR pin on the falling edge of RESDRV. If XIOR is sampled low then this pin functions as CDACK which is driven low whenever the ISA bus generates a low on the appropriate DACK line. If XIOR is sampled high then this pin becomes an input for SA13. If the Modem base address register is programmed to a non-zero value then the CDACK, function is switched over to the MCS function. In this case whenever codec 100 decodes an address that matches the value programmed into the Modem base address register MCS is driven low. Once this pin has been switched over to function as MCS it locked into this function until a RESDRV occurs;

CDINT/SA14 - CDROM Interrupt (Input) - SA14 Address (Input);

The function of this pin is determined by the state of the XIOR pin on the falling edge of RESDRV. If XIOR is sampled low then this pin functions as CDINT which is used as an input for the CDROM interface interrupt line. If

XIOR is sampled high then this pin becomes an input for SA14;

CDRQ/SA15 - CDROM DMA Request (Input) - SA15 Address (Input):

5 The function of this pin is determined by the state of the XIOR pin on the falling edge of RESDRV. If XIOR is sampled low then this pin functions as CDRQ which is used as an input for the CDROM interface DMA request line. If XIOR
10 is sampled high then this pin becomes an input for SA15;

Miscellaneous:

XTAL1I - Crystal #1 Input:

15 This pin will accept either a crystal with the other pin attached to XTAL1O or an external CMOS clock. XTAL1 must have a crystal or clock source attached for proper operation. The standard crystal frequency is 24.576 MHz although other frequencies can be used. The
20 crystal should be designed for fundamental mode, parallel resonance operation;

XTAL1O - Crystal #1 Output:

 This pin is used for a crystal placed between this pin and XTAL1I;

25 XTAL2I - Crystal #2 Input:

 If a second crystal is used, it should be placed between this pin and XTAL2O. The standard crystal frequency is 16.9344 MHz although other frequencies can be used. The
30 crystal should be designed for fundamental mode, parallel resonance operation;

XTAL2O - Crystal #2 Output:

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This pin is used for a crystal placed between
this pin and XTAL2I;

RESDRV - Reset Drive, Input:

5 When this input is high codec 100 is held reset
and placed in the lowest power consumption
mode. All sections of codec 100, except the
digital bus interface which reads 80h, are shut
down and consume minimal power. This pin is
typically connected to the RESDRV pin of the
10 ISA Bus;

VREF - Voltage Reference, Output:

All analog inputs and outputs are centered
around VREF which is nominally 2.1 Volts. This
pin may be used to level shift external
15 circuitry, although any AC loads should be
buffered. High internal-gain microphone inputs
can be slightly improved by placing a 10uF
capacitor on VREF;

REFFILT - Voltage Reference Internal, Input:

20 Voltage reference used internal to codec 100
must have a 0.1 uF and a 10 uF capacitor with
short fat traces to attach to this pin. No
other connections should be made to this pin;

LFILT - Left Channel Antialias Filter Input:

25 This pin needs 1000pF NPO capacitor attached
and tied to analog ground.;

RFILT - Right Channel Antialias Filter Input:

This pin needs 1000pF NPO capacitor attached
and tied to analog ground.;

30 TEST - Test:

This pin must be tied to ground for proper
operation;

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Power Supplies:

VA - Analog Supply Voltage; and
Supply to the analog section of the codec;

AGND - Analog Ground:

Ground reference to the analog section of the
codec. Internally, these pins are connected to
the substrate as are DGND3/4/5; therefore,
optimum layout is achieved with the AGND pins
on the same ground plane as DGND3/4/5 (see
Figure 17). However, other ground arrangements
should yield adequate results.

VD1, VD2 Digital Supply Voltage:

Digital supply for the parallel data bus
section of the codec. These pins should be
connected to the digital power plane section of
the board;

VD3, VD4, VD5 -Digital Supply Voltage:

Digital supply for the internal digital section
of the codec (except for the parallel data
bus);

DGND1, DGND2- Digital Ground:

Digital ground reference for the parallel data
bus section of the codec. These pins are
isolated from the other digital grounds and
should be connected to the digital ground
section of the board:

SGND1, SGND2, SGND3 - Substrate Ground:

Substrate ground reference for the internal
digital section of the codec (except the
parallel data bus). These pins are connected
to the substrate of the die as is the AGND pin.

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Optimum layout is achieved by placing SGND1:3
on the analog ground plane with the AGND pin;

To support 3.3 Volt ISA Bus operation codec 100
connects all ISA Bus output pins (Data Bus, DMA Requests,
and Interrupts) to a isolated digital supply (VD1 and
VD2). To support 3.3Volt ISA Bus operation the VD1 and
VD2 supplies are connected to the 3.3v power supply and
the VDF1-VDF3 and VAA pins are connected to the 5volt
supply. This mode of operation assumes that the logic
levels for the 3.3V ISA bus match that of standard TTL.
Codec 100 ISA Bus inputs are not 5v tolerant when
operating with 3.3V supplies. Thus when operating in
3.3V mode the ISA bus signals must be at 3.3V logic
levels.

The Aux 2 inputs have a "Ground Differential"
reference pin (VCM - Pin 96) that can be used to
eliminate ground loop noise from the CD-ROM in a PC
environment. Power supply noise is introduced onto the
CD-ROM audio signal by the current that is drawn by from
the CD-ROM. The voltage on the ground pin of the CD-ROM
audio cable is not at the same voltage potential as the
other analog inputs to the Codec. This can result in
CD-ROM disc drive "seeks" that can be easily heard in the
background while playing music. Using a "Ground
Differential" pin will reduce ground loop noise by up to
40 dB. Typical measured noise reduction is about -26dB
and is completely effective in eliminating the noise.
The only component and circuitry changes that are needed
are the addition of a "ground" coupling cap. Instead of
connecting the CD-ROM audio cable ground to analog
ground, connect a 1uF ceramic cap from the CD-ROM audio
cable ground to pin 96 (VCM) of Codec 100. The cable

that connects from the CD-ROM can be shielded or unshielded.

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5 The microphone input, shown in FIGURE 64A, can be set into a Differential mode for enhanced noise rejection and ground loop immunity. The left channel is connected to the inverting pin of the input op-amp, and the right channel to the non-inverting pin of the input op-amp. The output of the op-amp is sent to the left and right channel inputs of the Input and Output Mixer. Gain is
10 adjusted by the left channel in extended register X2 - LMCG4-0, the 20dB boost is applied on each channel separately.

15 The circuit, shown in FIGURE 64A, is a suggested implementation that may be used for both condenser and dynamic Microphones. The circuit supplies a switched DC bias that ramps slowly to help prevent pops when plugging in the Microphone.

FIGURE 65 is a circuits implementation that may be used to drive Line Out and Headphones. The circuit has a
20 gain of 1, as the Codec has an output impedance of 600 - 900 ohms. The circuit is "Pop - Free" when a 2.2 uf cap is used for VREF (pin 78) and a 10 uf cap is used for REFFLT (pin 79). Using a 2.2uf cap for VREF instead of a 10uF cap allows the VREF voltage to charge up smoothly,
25 when a 10uF cap is used the "quick charge" circuit is activated, causing a glitch in the voltage ramp-up. Note: also that the impedance seen by the Line out pins of the Codec 100/7/8 must see a high DC impedance during reset or power up. The Line out pins are connected to
30 VREF during reset by "weak" drivers and will not support low impedance loads. This will cause sagging of the signal during VREF ramp-up and glitch once VREF is

complete. The circuit shown below prevents this by presenting a high DC impedance by buffering the input impedance of the op-amp by having the non-inverting input connected to VREF.

5 In an alternate embodiment of the present invention, codec 100 is provided in a streamlined version in which a number of features discussed above have been eliminated and new features have been added. This alternate embodiment has the substantial advantage of being less
10 expensive while providing the essential functions in high-quality manner. Specifically, the following features that have been eliminated.

1. u-Law/A-Law;
2. ADPCM;
- 15 3. Digital Joystick Assist;
4. External Peripheral Port;
5. External Modem Interface Support;
6. Stereo Mic changed to Mono;
7. Stereo AUX - In;
- 20 8. SRS/QSound Stereo enhancement changed to Crystal method;
9. Mono Out; and
10. Digital Mixer.

The added features are as follows:

- 25 1. Internal PnP ROM;
2. 90dB DAC;
3. Crystal Stereo enhancement;
4. Internal Pullup Resistors on Joystick buttons;
5. Seventh IRQ pin;
- 30 6. Backdoor Non-PnP Configuration;
7. Hardware configuration of PnP/Configuration port address;

8. ZVPORT; and
9. 250mw power.

In the alternate embodiment, several of the mixer functions have been modified or eliminated. The

5 eliminated mixer functions include:

LINE_IN (external FM/Wavetable) Stereo Analog Input;
ADC Digital Loopback - ability to monitor ADC is gone;

- 10 Independent Serial Port Volume Control - Volume control now shared between FM, external wavetable, and Clyde Serial Interface;
One MIC input channel and associated gain blocks;
Gain Control Into ADC;
Mono Out;
- 15 Digital Mixer; and
Gain Removed from output Master Volume Control.

In the alternate embodiments, a number of changes are made to the mixers. FIGURE 66 is a diagram of an alternate mixer section 6400. In general, any of the
20 following changes may be made either alone or in combination.

- The mixer may operate as Mode 3 only. What this means is that switching to Mode 2 or Mode 1 operation will have no effect on mixer operation. The input
25 sources into ADCs 111 are always controlled via a mix function and not a multiplexer function. Register accesses still have some Mode dependencies. These include Mode 2 and Mode 3 specific registers. Mode 2 registers may be accessed in Mode 2 or Mode 3 only and
30 Mode 3 registers (i.e. Extended Registers) are accessible in Mode 3 only.

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The Digital Mixer may be eliminated such that no digital audio sources are mixed digitally. The possible digital audio sources are Internal FM, external Wavetable, accelerator Digital, and ZV Port Digital Data. Instead, two DACs per channel are provided along with a number of multiplexers that control the flow of digital audio data into the DACs and then to the analog output mixer.

The two DACs are not identical. DAC1 110 is the standard, 16-bit high performance, 1-bit delta sigma converter. DAC1 is used for converting .WAV (wave) streams transferred via ISA Bus interface 101 or from digital serial interface 117. The other, DAC2 6401, is a 12-bit R-2R parallel converter. DAC2 is primarily provided for conversion of digital audio from devices where lower performance audio is acceptable, such as from FM and Wavetable/ZV Port devices. It should be noted that the audio performance of DAC2 is limited by bit accuracy (12 bits) and distortion not signal-to-noise. The signal-to-noise performance (data at zero) is on par with that of DAC1. Since the human hearing mechanism is much more sensitive to noise than to distortion this trade off acceptable for a low cost alternate. In addition all audio performance testing uses DAC1 110.

A programmable volume control and mute function is provided for each DAC 110/6402. This results in the sharing of volume control between digital audio devices. Internal FM and Wavetable (external wavetable)/ZV Port are summed together and thus share a common volume control. Alternate embodiments of codec 100 include a scaler that can adjust the FM volume relative to Wavetable volume. The ISA Bus generated .WAV wave stream

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may only be controlled by the DAC1 volume control.
Because a digital data stream may be directed to either
DAC 110/6402, its volume may be controlled by either the
DAC1 or DAC2 specific volume controls.

5 In order to improve power consumption based on mixer
configuration, controls have been added so that when
certain controls within the mixer are muted, the
operational amplifiers used in implementing then function
10 are put into an Idle State to reduce power. Functions
are put into an Idle State upon the following conditions.
(Note: Numbers in parenthesis represent the number of
op-amps in that block. Mic, Imbst, Outbufl, and Outbufr
use opa4_big type op-amps which means its op-amp can
source or sink twice as much current as the other block's
15 op-amps (800 uA vs. 400 uA).)

Aux11 (1) - 1x1 im and 1x1m are set (inputs to inmix
and outmix are muted)
Aux1r (1) - rx1im and rx1m are set (inputs to inmix
and outmix are muted)
20 Aux2l (1) - 1x2im and 1x2m are set (inputs to inmix
and outmix are muted)
Aux2r (1) - rx2im. and rx2m are set (inputs to inmix
and outmix are muted)
Dac2l (3) - 1l1m and 1l0m are set (inputs to inmix
25 and outmix are muted)
Dac2r (3) - r1im and r1om are set (inputs to inmix
and outmix are muted)
Mic (1) - 1mim, 1mm, rmim, rmm are set (inputs to
inmix and outmix are muted)
30 Imbst (1) - Mic is IDLED and boost is off

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InmixI      (1) - Aux1l, Aux2l, Dac2l, and Mic are IDLED
              when Dac1l is muted
5  Inmixr      (1) - Aux1r, Aux2r, Dac2r, and Mic are IDLED
              when Dac1r is muted
OutmixI     (1) - Aux1l, Aux2l, Dac2l, Mic, and Mono In are
              IDLED when Dac1l is muted
Outmixr     (1) - Aux1r, Aux2r, Dac2r, Mic, and Mono In are
10 IDLED when Dac1r is muted
XP3D filt   (3) - en3d is not set (both in C13 and X18)
XP3D outl   (1) - Outmix1 and XP3D filt is IDLED when loam
              is set
XP3D outr   (1) - Outmixr and XP3D filt is IDLED when roam
15 is set
Outbuft     (1) - Outmix1 and XP3D filt is IDLED when loam
              is set
Outbufr     (1) - Outmixr and XP3D filt is IDLED when roam
              is set

```

30 To utilize the DSP capability of accelerator 125
(FIGURE 1), the ability is provided to send digital audio

data to accelerator 125 via a digital serial link. A mux is provided to select between two digital audio sources. These sources are the ADC and ISA Bus playback FIFO.

By routing the ISA Bus generated audio data over to
5 accelerator 125 and then selecting the accelerator 139 output as the input source into DAC1, digital audio data from a Sound Blaster game may be processed/enhanced and then sent back to the codec 100 for output via the line output jacks.

10 In addition the ADC output can be selected as a source for digital data to accelerator 125. This allows analog audio sources to be sent to the accelerator 139 for processing and then sent back over the serial link to the codec 100 for audio output via DAC1. This also
15 results in the ability to mix in ZV Port data simultaneously via DAC2. One limitation to mixer is that Internal FM data cannot be digitally routed to the accelerator 139.

To enable accelerator 125 to process both ISA Bus
20 Wave audio and analog audio through the ADC simultaneously requires that the ISA Bus FIFO data be routed through DAC1, into the input mixer to create an analog sum of Wave and analog audio. The ADC output is then sent to accelerator 125 of the serial link for
25 processing. Because DAC1 is used in this instance for Wave data, DAC2 must be used for converting the serial data output from the accelerator 139 to analog.

In alternate embodiments, the Spatial Enhancement
30 function is done in the analog domain. This advantageously enables all audio sources, whether digital or analog, to be spatially enhanced.

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The LINE_IN Inputs may be removed. The eliminated analog input has been replaced by primarily digital sources such as internal FM and external Wavetable.

The volume control registers I18/I19 associated with the removed LINE-IN function are retained for compatibility reasons. As such, accesses to these registers may affect volume changes to the FM or external wavetable audio streams depending on the setting of certain bits.

The output from DAC2 may be included as an input to the Input Mixer. This allows Internal FM, external wavetable, or ZV Port audio to be provided as an analog audio source into the ADC for recording purposes. The existing mute bits for the LINE_IN (I18, I19) function are changed to control the mute function of DAC2.

The MIC input may be changed to mono only. The left and right volume controls (X2, X3) are combined to operate as one. Accessing either register will affect the microphone volume. The mute controls operate similarly. The 20 dB boost stage into the output mixer may be eliminated and the existing 20dB boost stage on the MIC input drives both the output mixer and input mixer. The bits (LMBST, RMBST) associated with enabling the output mixer boost stage have been changed to also affect the enabling of the 20dB boost stage.

The Volume Control Into ADC 111 may be removed. For Mode 3 operation a microphone boost amplifier is included to replace the gain amplifier that was removed.

In alternate embodiments, the Codec Register Access Redirection function is eliminated. One register mapping mode may be added to allow the AUX1 volume control to be controlled by either register pair I2/I3 or by register

pair I18/I19. This function is controlled by the AUX1R bit in register X18.

The register Version/ID bits at control register C1 (default = 100111xx) may change to reflect any changes in the alternative embodiments. FIGURE 67A and the discussion below describe the implementation of the feature.

This read only register shadows the current contents of codec indirect register X25 to be read by microcontroller 103. This register holds the current chip identifier and version number.

V2-V0 Version number. As enhancements are made, the version number is changed so software can distinguish between the different versions;

CID4-CID0 Chip Identification bits:
Change To Allow microcontroller 103 Access to Version/ID X25 Through SFR Address Space.

FIGURE 68 is a diagram of the bitfields of the FAB Port ID at Control Indirect register C17, (default = 00000100). In order to track the various FAB ports of the CS4235 this register is updated each time any changes are done to the current revision in order to accommodate FAB specific requirements.

Codec registers may not in same logical device as Control Registers. For example, Map Control Registers may be moved into Codec Extended Register Space. This may be done by using Timer Registers I20 and I21 to map Control Base + 5 and Control Base +6 registers. The mapping of Control Base +5,6 is enabled by (set to a one)

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the PAE bit in Register X18. When the PAE =0 then registers I20 and I21 become read/write only.

FIGURE 69A is a diagram of the bitfields of Command Register (codec I21), (default = 00000000) in alternate
5 embodiments. This register is used to control various functions of the alternate embodiments. A Command is executed after the appropriate Command identifier is written to this register. When this register is either read or written via the ISA bus an interrupt will occur
10 to microcontroller 103 via INT1.

FIGURE 69B is a diagram of the bitfields of Program RAM Access End Register (base +6), (default = 00000000). This register is used to end access to the Program RAM memory of the alternate embodiment. When this register
15 is written via the ISA bus, an interrupt will occur to microcontroller 103 via INT1:

Map rest of Control Base + 0,1,2,7 and Control Indirect Registers CI2, CI8, and CI9 into Codec
20 Extended Register space. Note: when accessing power down functions using the X-Mapped Control Registers the clock must never be disabled (XTAL=1).

In alternate embodiments, a New Crystal Key may be defined that allows the device to be configured uniquely when two devices coexist in the same system.
25 Microcontroller 103 should support configuring all codec 100 physical/logical devices and downloading of resource data and RAM patch data. In addition a new pin may be defined for providing a "Hardware Strap" function for providing a power-up (RESDRV) defined I/O address for
30 receiving either the Plug-n-Play or Crystal Backdoor Keys. This address replaces the standard 0x279 address. This will enable motherboard devices to be configured through a

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specific hardware address that is different from the standard PnP address of 0x279. The HWSTRAP pin when pulled low (internal pull-up to VDD) will force the "Key" address port to one of three fixed addresses. The fixed address is selected by pullups/pulldowns on the HWSTRAP and SCL pins. The use of pin 2 (FSYNC) which may be either an input or an output is ok since this pin operates as input when connected to external wavetable, and external wavetable tri-states, this pin when it is held reset via BRESET.

HWSTRAP and SCL are sampled on power-up when RESDRV transitions from a one to a zero. The state of these pins determines what ISA bus I/O address is used for the PnP and Crystal Keys, TABLE 85 summarizes the relationship between HWSTRAP and FSYNC.

TABLE 85

HWSTRAP	FSYNC	Operation
0	0	Key Address = 0x388
0	1	Key Address = 0x???
1	X	Key Address = 0x279

The following 32-byte hex sequence defines the "Crystal Key 2". Once this 32-byte sequence is detected the following 2-bytes specify the 12-bit address for the configuration read/write data port. Logic in the device will load the 12-bit address for the traditional Plug-n-Play read_data_port address decode when this 32 byte sequence is detected. Once the address for the configuration port has been specified then the CS4235 device may be configured using standard Plug-N-Play commands.

95,B1,D8,6C,36,9B,4D,A6,
D3,69,B4,5A,AD,D6,EB,75,
BA,DD,EE,F7,7B,3D,9E,CF,
67,33,19,8C,46,A3,51,A8, (read_data_port address)

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When the Crystal Key 2 sequence is detected microcontroller 103 is interrupted via INT0 and status bits are placed on IOPORT 1. When microcontroller 103 detects receipt of "Crystal Key 2" microcontroller 103
5 puts the Codec 100 into the Plug-N-Play configuration state. The next byte (#33) sent to the "Key Port" following receipt of the 32 byte Crystal Key 2 sequence sets the Read_Data_Port address. The hardware detects this and directly writes byte #33 into the Read_Data_Port
10 register. Plug-N-Play commands are then sent to the Read_Data_Port to configure the various logical devices.

During Plug-n-Play sequences the Int0 input to microcontroller 103 is forced active whenever a "Plug-n-Play Key" or "Crystal Key2" is received.
15 microcontroller 103 I/O Port 1 is used to provide further Plug-n-Play status to microcontroller 103. The PnP status register configuration when Crystal Key 2 is employed is shown in FIGURE 70, where:

20 KEY2 0= PnP Key or Crystal 1 Key Received, 1 = Crystal Key 2 received;
KEY1/RDR 0= PnP Key Received, 1= Crystal Key 1 Received/ Resource Data Read;
DRD PnP ISA Bus read from PnP Data Register pending;
25 DWR PnP ISA Bus write to PnP Data Command Register pending; and
ADWR PnP ISA Bus write to PnP Address Command Register pending.

30 In alternate embodiments, Software uses Control Register Base + 0 and Base + 2 registers for power down. Power down values of 0xC0 for Control Base +0 and 0x7E for Control Base +2 may be used. For non-plug-n-play

Microcontroller 103 will only initialize registers from an initial power up state (RESDRV active). Microcontroller 103 will set a Flag upon initial power up (RESDRV active) which will be retained during power down. This Flag when = 0 indicates that microcontroller 103 has been brought out of reset via an initial power on condition (registers must be initialized). Then when = 1 indicates that microcontroller 103 has been brought out of reset via a resume condition (registers do not have to be initialized).

	Suspend/PnP	maximum power savings with data retention and PnP enabled. XTAL
20		remains active so that microcontroller 103 can be reactivated via PnP interrupt. microcontroller 103 reverts back to Idle Mode when device returns to Wait
25		For Key State.

Suspend/
Disable through software (BIOS) allow codec mixer to be programmed and then allow device to be disabled for all ISA bus accesses including Plug-n-Play. This enables BIOS, through the use of the Setup Utility, to remove an onboard audio device from the

system, but still allow audio signals such as Speaker and CDROM to flow through. This is accomplished through the use of Crystal Key 2.

5 XTAL off, VREF on, microcontroller 103 held reset.
All other registers retain values.

Suspend/Full Maximum power savings.

10 XTAL off, VREF off, microcontroller 103 held reset,
all registers retain data. Resume is accomplished by
turning XTAL and VREF back on and restoring
microcontroller 103 state.

When physical devices are disabled, via activation register, their function may be powered down.

15 All device registers (including codec volume controls) may be made accessible independent of any power-down state when the clock is running (XTAL=0, RESDRV=0).

20 The registers used to control the various possible power down features are shown in FIGURES 71A-71C. These registers also control various functions in the alternate embodiments, as described below.

FIGURE 71A is a diagram of the bitfields of Miscellaneous Control Register at CTRLbase +0, (default = 0x00000000). The bitfields of this register are decoded as follows:

25 JS1, JS0 - select among four joystick operating speeds:

30 0 0 = slowest speed;
0 1 = medium slow speed;
1 0 = medium fast speed; and
1 1 = fastest speed;

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5 CONS controls host interrupt generation when a
context switch occurs. The interrupt will only
be passed through to the ISA bus if an
interrupt resource was specified for the CS4235
logical device and the Plug-n-Play
configuration manager mapped the interrupt.
Thus setting CONSW to a one does not
necessarily guarantee that an ISA bus interrupt
will get generated on a context switch:

10 0 = no interrupt generated on context switch;
 and
 1 = interrupt generated on context switch;

PM1, PM0 control the various power down modes:

15 0 0 = normal operation;
 0 1 = The ADC, DAC, FM, and SRC's are powered
down. Analog mixer is still active in this
mode and volume control registers are active;
 01 = normal operation; and
 1 1 = In this mode the ADC, DAC, FM, SRC's,
20 microcontroller 103, mixer including VREF are
all powered down. Microcontroller 103 puts
itself into IDLE mode. An interrupt to
microcontroller 103 will cause microcontroller
103 to exit IDLE mode and resume normal
25 operation, but all other powered down functions
remained powered down. No codec registers are
reset;

PDC Power Down Codec:

30 0 = Normal operation; and
 1 = ADC, DAC, FM, and SRC's are powered down.
In this mode the codec interface remains active

and registers, including mixer registers, may be read or written;

PDP Power Down Processor:

0 = Normal operation; and

1 = indicate to microcontroller 103 that it should enter idle mode. microcontroller 103 puts itself into idle mode. Any interrupts generated to microcontroller 103 (PnP, Sound Blaster, MPU-401, Context Switch) will cause microcontroller 103 to exit IDLE mode and resume normal operation. Microcontroller 103 will clear this bit when idle mode operation is exited;

PDM Power Down Mixer:

0 = Normal operation; and

1 = Mixer is powered down. While in this mode the codec interface is enabled and the codec registers are accessible.

FIGURE 71B is a diagram of the bitfields of Power Down Control Register 1 at CTRLbase +2, (default = 00000000).

PDDR Full Power down with data retention. When this bit is set to decoder 100 is put into a full power down, data retention mode. All functions are disabled except reads and writes to this register. Microcontroller 103 is held reset and all clocks are disabled including the XTAL. All registers retain the values held when this power down mode is entered. No resets should be generated except for microcontroller 103. When this bit is set

to zero the [CS4235] Codec 100 will resume normal operation after valid clocks are detected.

- 5 SRC Power down of the ADC and DAC Sample Rate Converters when set=1. The sample rate for both capture and playback fixed is at 44100 Hz when this bit is set = 1. Since the SRC is powered down by other bits, this bit is useful for test purposes only.
- 10 VREF Power down of the reference voltage source when set =1.
- MIXER Power down of the mixer analog section except for the Mono-In and AUX2 path through to the line outputs when set =1.
- 15 All op amps except for the Mono-In, AUX2, and opamps required to pass the Mono-In and AUX2 signals to the Line Out are powered down. All analog inputs and outputs are centered around VREF, if VREF is enabled and not powered down. A reset is not required to maintain the calibrated state if the mixer is powered down and VREF is powered up.
- 20
- ADC Power down of the ADC, decimator, and capture SRC/FIFO. Capture timing is disabled.
- 25
- DAC Power down of DAC1 and DAC2, switched capacitor filter, interpolator, playback SRC/FIFO, FM engine, serial port circuitry. Playback timing is disabled.
- 30 FM section is reset.

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Microcontroller Microcontroller 103 monitors this bit
and executes a command to put
microcontroller 103 into IDLE mode.
No hardware power down function is
directly wired to this bit. This
power down mode is controlled by
microcontroller 103 only. Any
interrupts generated to
microcontroller 103 (PnP, Sound
Blaster, MPU-401, Context Switch)
when microcontroller 103 is in IDLE
will cause microcontroller 103 to
automatically exit IDLE mode and
resume normal operation.

FM Power down of the FM synthesis engine when
set =1. When this bit is set =1 the
entire FM block is held reset.

FIGURE 71C is a diagram of the bitfield of Power
Down Control Register 2 at Control Indirect + 0x9,
(default = 00000000):

CI9EN Control Indirect Register 9 Enable. When
this bit is set to 1 the CS4235 is enabled
to be powered down by bits located in this
register and by microcontroller 103, SRC,
and FM bits located in CTRL_base +2.
Power down functions controlled by other
bits located in Control Base +0,2 are
nonfunctional when CI9EN=1. The specific
power down mode is defined by the state of
the other bits in this register. Once the
power down function is defined by bits
D6..D0, this bit may be toggled to

enable/disable the power down function.
CI9EN means power down to state defined by
bits D6..D0. CI9EN = 0 means ignore bits
D6..D0 and no power down functions are
performed by this register;

5 XTAL The crystal oscillator is disabled when
XTAL=1. All functions are disabled except
reads and writes to this register.
Microcontroller 103 is held reset and all
clocks are disabled. All registers should
retain the values held when this power
down mode is entered. No resets should be
generated except for microcontroller 103.
When this bit is set to zero Codec 100
will resume normal operation after valid
clocks are detected;

10 VREF Power down of the reference voltage source
when set = 1;

15 MIXER Power down of the mixer analog section
except for the Mono-In and AUX2 path
through to the line outputs when set=1.
All op amps except for the Mono-In, AUX2,
and opamps required to pass the Mono-In
and AUX2 signals to the Line Out are
powered down. All analog inputs and
outputs are centered around VREF, if VREF
is enabled and not powered down. A reset
is not required to maintain the calibrated
state if the mixer is powered down and
VREF is powered up;

20

25

30

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ADC Power down of the A/D converter,
 decimator, and capture SRC/FIFO. Capture
 timing is disabled;

5 DAC1 Power down of the playback FIFO/SRC,
 Wave-DAC, switched capacitor filter,
 interpolator when set=1. Playback timing
 is disabled;

10 DAC2 Power down of the FM/external
 wavetable/ZVPORT Dac when set=1. Setting
 this bit to a one also powers down the FM
 block. FM section is reset; and

 SPORT Power down of the external wavetable,
 ZVPORT, and DSP serial interfaces when set
 = 1.

15 To handle situations in which the IOCHRDY is
asserted and never released a Watchdog timer may be
added. A signal hung IOCHRDY scenario may occur, for
example, when IOCHRDY is asserted and the hardware is
waiting for a response from microcontroller 103 to clear
20 it, which does not occur for some reason. This could
occur due to corrupt host down load or via a chip defect
that was not caught by test vectors. Because a hung
IOCHRDY is a good indicator of a system problem a host
accessible status bit is provided when the Watchdog timer
25 has timed out.

 The Watchdog timer is defined to timeout 10msec secs
after IOCHRDY has been asserted. If IOCHRDY has not been
released by the time the Watchdog Timer times out,
IOCHRDY will be released and a reset will be generated to
30 microcontroller 103. In addition the time out flag will
be set to a one.

When this option is implemented, Codec Timer is decoupled from registers I20 and I21 and used to implement the Watchdog Timer. The TE bit in Register I16 will no longer be functional and will always read a zero. The Timer Interrupt TI is also forced to be read as zero.

The Watchdog Timer Status (WTS) bit is defined to reside in CTRLBase +7, bit D2, as shown in FIGURE 72. The Watchdog Timer is disabled in Primary Test Mode 4.

An additional interrupt map select bit for an additional interrupt IRQG may be added. Internal interrupt to interrupt pin mapping consequently operates as follows. Each interrupt pin IRQA-IRQG has an index associated with it according to TABLE 86. This index value is written to the corresponding microcontroller interrupt configuration register to map a specific interrupt to a specific interrupt pin. This architecture allows multiple interrupt sources to be mapped on a single interrupt pin.

TABLE 86

CS4235 Interrupt Pin	Interrupt Mapping, SI2-SI0
IRQ Disabled	0
IRQA	1
IRQB	2
IRQC	3
IRQD	4
IRQE	5
IRQF	6
IRQG	7

Where PIN = Interrupt pin, A,B,C,D,E,F,G.

FIGURE 73 is a diagram of the bitfields of the interrupt select register used to implement interrupt control.

In alternate embodiments, the modem mask register shown in FIGURE 74 may be used as a CDROM Base Address Mask Register at microcontroller 103 Address 0x33. The CDROM Base Address Mask Register provides a means to vary the number of consecutive byte locations that the CDROM decode may occupy. Each mask bit is used to prevent specific address bits from being decoded in generating the modem I/O decode. The valid bit combinations are as shown below. All other combinations are invalid and may cause erroneous operation. The decoding is shown in TABLE 87:

TABLE 87

	toAMC[7:0]	CDROM I/O Decode = number of consecutive bytes
	11111111	256 bytes, address bits A[7..0] are don't cares.
15	01111111	128 bytes, address bit A7 is decoded. Bits A[6..0] are don't cares.
	00111111	64 bytes, address bits A7 and A6 are decoded. Bits A[5..0] are don't cares.
	00011111	32 bytes, address bits A[7..5] are decoded. Address bits A[4..0] are don't cares.
	00001111	16 bytes, address bits A[7..4] are decoded. Address bits A[3..0] are don't cares.
	00000111	8 bytes, address bits A[7..3] are decoded. Address bits A[2..0] are don't cares.
20	00000011	4 bytes, address bits A[7..2] are decoded. Address bits A[1..0] are don't cares.
	00000001	2 bytes, address bits A[7..1] are decoded. Address bits A[0] are don't cares.
	00000000	1 bytes, address bits A[7..0] are decoded.

The alternate embodiments, the SRS/QSound features may be replaced with the analog circuitry shown in FIGURE 75A. This circuitry provides for spacial enhancement of

stereo sources. The frequency contour is shown in FIGURE 75B.

Acoustic Crosstalk arises when a stereo signal is reproduced by two loudspeakers located to the left and right in front of the listener. Each ear receives not only the wanted signal (left ear - left signal, right ear - right signal) but, additionally, an unwanted part of the opposite channel, as a result of diffraction at the head. The amount of crosstalk is frequency dependent and diminishes with increasing frequency. As a result of this crosstalk, stereo images can only be reproduced in between the two loudspeakers. Stereo images cannot be created to the extreme right or left of the loudspeakers.

The unwanted crosstalk signal can be compensated for by feeding each loudspeaker with a filtered version of the opposite channel signal inverted in sign and superimposed on the original signal. Although sophisticated frequency response shaping and phase correction can be applied to the crosstalk compensation signal to more accurately place stereo images in space, it is not the intent of this design. The intent of the design is to spread the stereo image beyond the boundaries defined by the position of the loudspeakers themselves. To this end, the frequency response shaping network has been kept simple from a circuit implementation and component count point of view. The frequency response shaping characteristic was determined from a listening perspective. Because most directional information occurs at mid-band frequencies, this frequency range will be elevated in level as compared to the low and high frequency extremes. To compensate for

this effect, the mid-band frequencies are filtered to provide a 6dB dip in the response centered around 2 kHz.

As shown in FIGURE 75A, analog spacial enhancement circuitry 7500 includes an analog subtractor 7501, notch filter 7502, inverter 7503 and a pair of summers (adders) 7505 and 7506.

In the analog enhancement circuitry illustrated in FIGURE 75A, a difference amplifier (subtractor 7501) is used to create a Left minus Right signal. This signal is then filtered by a network consisting of R16, C5, R18, and C6. This filtered signal is the crosstalk compensation signal. The signal is then summed into the main left channel (summer 7505) and inverted and summed into the main right channel (inverter 7504 and summer 7506). The left channel is thus composed of Left plus a filtered left-minus-right signal. Correspondingly the right channel is composed of Right plus a filtered right-minus-left signal. The gain of 1/2 in the summing stage is to compensate for the fact that a mono signal will result in an overall gain of 2. Thus the summer gain of 1/2 will result in an overall gain of 1 (summers 7505 and 7506) when a mono signal is present.

FIGURES 75C and 75D are respectively the modified 3D Sound/Serial Interface Control (Codec Extended Register at X18, (default = 00000000) and 3D Sound Control (Control Indirect C13, (default = 00000000). Analog 3D enhancement is enabled by either 3DEN (bit D4) in register X18 or by 3DEN (bit D4) in Control Indirect C13 when set = 1. When the 3DEN bit in both registers are zero then the 3D enhancement function is disabled.

In alternate embodiments, serial interface (port) 117 may be modified to simultaneously communicate with

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wavetable synthesizer 134 and accelerator 125 or with
accelerator 139 and ZVPORT. Specifically, either
wavetable synthesizer or ZVPORT may be selected as the
input to the R-ZR DAC. When the accelerator is connected
to the serial port, the SVPORT data is routed to the R-ZR
DAC and the accelerator data to the Delta-Sigma DAC.

The serial port 117 interface consists of seven
pins. In the preferred embodiment, these pins are
defined as SDATA, LRCLK, MCLK, FSYNC, SDOUT, SDIN, and
SCLK. In one alternate embodiment, these pins are
defined as SDATA, FSYNC(LRCLK), MCLK(SCLK), ZVLRCLK,
SDOUT, ZVSDATA, ZVSCLK. TABLE 88 describes this
modification, where, for the preferred embodiment:

TABLE 88

Pin #	CS4235	Type	Accelerator 139	Type
1	SDATA	Input	SDATA	Input
2	LRCLK	Input	LRCLK(FSYNC)	Input/Output
3	MCLK	Output	MCLK(SCLK)	Output-Pullup
4	FSYNC	Output	ZVLRCLK	Input
5	SDOUT	Output-Pullup	SDOUT	Output-Pullup
6	SDIN	Input	ZVSDATA	Input
7	SCLK	Output-Pullup	ZVSCLK	Input

SDATA Pin 1, Input - This pin accepts serial
audio data input from wavetable
synthesizer 134;
LRCLK Pin 2, Input - This pin inputs the LRCLK
signal from wavetable synthesizer 134;
MCLK Pin 3, Output - This pin provides a
buffered 16.9344MHz clock for wavetable
synthesizer 134;
FSYNC Pin 4, Output - This pins provides the
FSYNC signal to accelerator 139;

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the WTEN, SPEN, and ZVEN bits which control the serial
interface 117 pins in the alternate embodiments.

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TABLE 89A

WTEN	SPE	ZVEN	Pin 1	Pin 2	Pin 3	Pin 4	Pin 5	Pin 6	Pin 7
0	0	X	Tri- State	Tri- State	Tri- State	Tri- State	Tri- State	Tri- State	Tri- State
0	1	X	Tri- State	Tri- State	Tri- State	FSYNC	SDOUT	SDIN	SCLK
1	0	X	State SDATA	State LRCLK	State MCLK	Tri- State	Tri- State	Tri- State	Tri- State
1	1	x	SDATA	LRCLK	MCLK	FSYNC	SDOUT	SDIN	SCLK

TABLE 89B

WTEN	SPE	ZVEN	Pin 1	Pin 2	Pin 3	Pin 4	Pin 5	Pin 6	Pin 7
0	0	0	Tri- State	Tri- State	Tri- State	Tri- State	Tri- State	Tri- State	Tri- State
0	0	1	Tri- State	Tri- State	Tri- State	ZVIRC	Tri- State	ZVSDATA	ZVSCS
0	1	0	SDIN	FSYNC	SCLK	LK	SDOUT	Tri- State	K
0	1	1	SDIN	FSYNC	SCLK	ZVIRC	SDOUT	ZVSDATA	ZVSCS

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1	0	0	SDIN	LRCLK	MCLK	Tri- State ZVLRK	Tri- State SDOUT	Tri- State ZVSDATA	Tri- State ZVSCL K
1	0	1	SDIN	LRCLK	MCLK	LK	Tri- State SDOUT	Tri- State ZVSDATA	Tri- State ZVSCL K
1	1	0	SDIN	FSYNC	SCLK	Tri- State ZVLRK	Tri- State SDOUT	Tri- State ZVSDATA	Tri- State ZVSCL K
1	1	1	SDIN	FSYNC	SCLK	LK	Tri- State SDOUT	Tri- State ZVSDATA	Tri- State ZVSCL K

In the alternate embodiment, the accelerator DSP serial port is enabled by setting the SPE bit in codec register I16. Once this bit is set to a one the DSP Serial Port pins function as specified by the SF1:SF0 bits in register I16. Serial Port Mode 4 are be used to transfer ADC and playback SRC data simultaneously out the Serial Data Out pin. All other Serial Port modes support transfer of ADC data out the Serial Data Out pin.

The wavetable synthesizer 123 serial interface is enabled by setting the WTEN bit in register C8 to a one. If both WTEN and SPE are set then the pins are forced into a accelerator 125 DSP serial port mode.

FIGURE 76 is a diagram representing the serial interface connection of accelerator 139/ZVPORT with an alternate embodiment of Codec 100.

Similarly, FIGURE 77 shows the connection of wavetable synthesizer 134 with this embodiment of Codec 100. This connection is advantageously a zero glue logic connection.

Serial Port Mode 3 (SF1,0 = 11). Serial Port Mode 3 is selected by setting the SFI,0 bits in register I16 to 11. This format is a 64 bit per frame format that includes ADC as well as DAC 16-bit data. This mode is intended for use by an external DSP such as accelerator 139.

The wavetable synthesizer-codec 100 combination in the alternative embodiments has several advantages:

1. This combination operates from one 16.9344MHz crystal or clock source. Codec 100 is the master clock generator for the wavetable;
2. The serial interface for the wavetable requires only three pins: MCLK, LRCLK, and SDATA. The

Accelerator 139 generates only the master clock via the MCLK pin for wavetable synthesizer 134. This insures that both devices operate synchronously. Because of timing skews between codec 100 and the wavetable, codec 100 synchronizes the data sourced from the wavetable to its internal clock. Codec 100 detects the edge of LRCLK and performs synchronization so that the digital audio from the wavetable is mixed properly with codec 100 internal audio data before being sent to the DAC;

3. The three pins defining the Codec/wavetable serial interface. These pins are enabled by bit WTEN in Control Indirect Register CI8; and

4. BRESET - The BRESET pin is forced low when RESDRV high, when PM1, PM0 are set to 10 in CTRLbase + 0, or when the BRESET is set to one in register C8.

To minimize the number of serial port timing modes required by the wavetable synthesizer 134, the serial port timing is defined to match the default internal SCLK mode for a 384fs master clock. The SCLK frequency is 48 x 44.1 kHz. Thus the least significant 16-bits should be accepted and the rest ignored. This timing is illustrated in FIGURE 78, for the Internal SCLK Mode, where 16-Bit Data is shown:

Data Valid is on Rising Edge of SCLK; and
the INT SCLK = 48Fs if MCLK/LRCK = 384.

The ZV Port interface requires support for a 256Fs and 384Fs master clock. The timing is specified as I²S. The ZV Port interface must automatically detect the ZVLRCLK/ZVSCCLK ratio and set the proper data formatting. A 384Fs, ZVMCLK results in a ZVLRCLK to ZVSCCLK ratio of

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ZVMCLK This signal is the Master clock for the digital audio. ZVMCLK is asynchronous to ZVLRCLK, ZVSDATA and ZVSCLK. The ZVMCLK must be either 256x or 384x the desired Input Word Rate (IWR). IWR is the frequency at which words for each channel are input to the DAC and is equal to the ZVLRCLK frequency. The following table illustrates several standard audio word rates and the required ZVMCLK and ZVLRCLK frequencies.

The ZV Port audio DAC must support a ZVMCLK frequency of 256 times and 384 times the input word rate. This results in the frequencies shown in TABLES 93A and 93B:

TABLE 93A

ZVLRCLK (Hz) Sample Frequency	ZVSCLK (MHz) 32xfs	ZVMCLK (MHz) 256x
22050	0.7058	5.6448
32000	1.0240	8.1920
44100	1.4112	11.2896
48000	1.5360	12.2880

TABLE 93B

ZVLRCLK (Hz) Sample Frequency	ZVSCLK (MHz) 48xfs	ZVMCLK (MHz) 384x
22050	1.0584	8.4672
32000	1.5360	12.2880
44100	2.1168	16.9344

48000	2.3040	18.4320
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FIGURE 80 is a diagram illustrating the ZV Port Audio Interface timing. TABLE 94 tabulates the AC parameters for these audio signals.

TABLE 94

SYMBOL	PARAMETER	MIN
elrd	LRCLK delay	2ns
elrs	LRCLK setup	32ns
eclk1	bit clock	22ns
	low	
eclkh	bit clock	22ns
	high	
edlrs	data setup	32ns
edh	data hold	2ns

FIGURE 81 is a diagram emphasizing one digital audio path for the alternate embodiments. The Digital Audio Data Path components include the Delta Sigma ADC, Delta Sigma DACs 6401 and 6402, FIFOs 121 and 122, R-2R DACs 6401 and 6402, and Serial interface. Analog audio is digitized by the ADC, decimated, and sent to the ISA bus capture FIFO and optionally sent out the serial output pin as defined by the SPISEL (Control Index C3 bit D5) bit. Digital audio data (.WAV) sourced from the ISA bus playback FIFO 122 is sent to the Delta Sigma DAC 110 as selected by the DACSEL (Codec Extended Register bit D3) bit through multiplexer 8101. Alternately the digital audio data sourced by the accelerator Serial Interface may also be sent to the Delta Sigma DAC 110 for conversion to analog. The data audio data sourced from the FM block 116 is summed with wavetable digital audio data at block 8102 and sent to the R-2R DAC 6401 for conversion to analog. Alternately, mux 8103 allows the

accelerator 125 digital audio data to also be sent to the R-2R DACs. The serial port digital output data may be either sourced from the ADC or from the ISA bus playback FIFO 120.

5 FIGURE 82 depicts the bitfields of the 3D Sound/Serial Interface Control at Codec Extended Register, X18, (default = 00000000) in the alternate embodiments. The bitfield decoding is as follows:

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10	PAE	Control Register Enable - enables access to Control Registers Base +5,6 in Codec Extended Register (I20/I21) space when set=1;
	res	Reserved - reads back as zero;
15	AUX1R	AUX1 Remap - Switches control of the AUX1 volume control registers from I2/I3 to I18/I19 when set=1;
	3DEN	When this bit is set to 1, the 3D Audio is enabled and will process any stereo signal output from the Output Mixer. This bit is logically OR'd with the 3DEN bit in
20	DSSEL1	Control Indirect Register C3 bit D7; This bit selects the source of digital data for the Delta Sigma DAC (DAC1). DSSEL1 =0 for playback FIFO, DSSEL1 =1 for
25		the accelerator/DSP serial interface;
	ZOH	Zero Order Hold. When this bit is set to a one the last sample is always held into the DAC when PEN is brought from a one to a zero;
30	ZVEN	This bit selects enables the ZV Port interface. ZVEN = 0 for disabled, ZVEN = 1 for enabled. When ZVEN = 1 then the

wavetable/FM input into DAC2 is disabled;
and

DLBEN This bit when set to 1 selects the output
of the ADC as an input to DAC1.

5 As described above, the Delta Sigma DACs 110 operate
at a fixed 44.1 kHz rate. As such it is assumed that the
accelerator 139 input data rate will be 44.1 kHz. The
inclusion of the R-2R DACs 6401/6402 allows for
asynchronous digital audio data to be accepted via serial
10 interface 117 as is required for ZV Port support.
Accelerator/DSP digital audio data may also be converted
by the R-2R DAC, but some signal degradation may result.

DAC2 (R-2R) 6401/6402 is a 13-bit device. The FM
and wavetable synthesizer word widths are 16-bits. To
15 allow the FM and external wavetable data streams to be
heard at the same time, an adder/truncator 8102 is used
to combine the streams into one 13-bit data stream for
input to DAC2 6401/6402. Because the volume control
function only operates as part of DAC2 some method of
20 adjusting the relative volume level between the FM and
wavetable sources is desirable. Therefore, a data
selector is used to specify which 13-bits of the 16-bit
FM data word are selected as an input to adder/truncator
8102. Codec Extended Register X19 is used to control
25 this function, in accordance with TABLE 95.

TABLE 95

FMD S2	FMD S1	FMD S0	FUNCTION
0	0	0	Selects FM Data Bits D12-D0 To Map To D12 - D0
0	0	1	Selects FM Data Bits D13-D1 To Map To D12 - D0

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FMD S2	FMD S1	FMD S0	FUNCTION
0	1	0	Selects FM Data Bits D14-D2 To Map To D12 - D0
0	1	1	Selects FM Data Bits D15-D3 To Map To D12 - D0
1	0	0	Selects FM Data Bits D15,D15-D4 To Map To D12, D11 - D0
1	0	1	Selects FM Data Bits D15,D15,D15-D5 To Map To D12,D11,D10-D0
1	1	0	Selects FM Data Bits D15,D15,D15-D5 To Map To D12,D11,D10-D0
1	1	1	Selects FM Data Bits D15,D15,D15-D5 To Map To D12,D11,D10-D0

In alternate embodiments, logic and ROM's associated with u-Law/A-law/ADPCM/Big Endian functions 120 may be removed. In this case, Index Register I8 is changed as indicated by highlighted and italicized boxed items in TABLE 96. Formats associated with deleted functions now default to one of two supported formats: Linear, 8-bit unsigned or Linear, 16-bit two's complement, Little Endian. Additionally, index registers I17 and I23 are appropriately modified as shown in FIGURES 83 and 84, respectively.

TABLE 96

FMT D7	FMT D6	C/L D5	Audio Data Format
0	0	0	Linear, 8-bit unsigned
0	0	1	Linear, 8-bit unsigned
0	1	0	Linear, 16-bit two's complement, Little Endian
0	1	1	Linear, 8-bit unsigned

1	0	0	RESERVED defaults to Linear, 8-bit unsigned
1	0	1	Linear, 8-bit unsigned
1	1	0	Linear, 16-bit two's complement, Little Endian
1	1	1	RESERVED defaults Linear, 8-bit unsigned

5

In FIGURE 83, APAR - ADPCM Playback Accumulator Reset. While set, the Playback ADPCM accumulator is held at zero. Used when pausing a playback stream.

10 IN FIGURE 84, ACF ADPCM Capture Freeze. When set, the capture ADPCM accumulator and step size are frozen. This bit must be set to zero for adaptation to continue. This bit is used when pausing a ADPCM capture stream.

Due to the ADPCM function being deleted the APAR and ACF bits are now defined to always be zero.

15 The Digital Joystick Assist 16-bit counters and logic as well as the DAC gain/attenuator may also be removed. In the case of removing the DAC gain-attenuator, register accesses to I6 and I7 are mapped to the digital .WAV gain-attenuation control. 20 Extended Registers X14 and X15 no longer have any function associated with them, but retain read/write capability. When I6 or I7 are used to mute the WAV playback the corresponding output channel of the DAC is also muted. In this way the analog noise contribution of 25 the DAC will be muted when the digital WAV playback is muted.

The Mono Out supporting logic may be eliminated and the mono input functions minimized. Mono I26 is changed as shown in FIGURE 85. The MBY and MOM bits no longer 30 have any function associated with them. These bits

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remain read/write accessible. The MIA3-MIA0 bits are changed to allow 2 attenuation settings. A zero value for MIA3:MIA0 specifies a 0dB attenuation, a non-zero value for MIA3:MIA0 specifies an attenuation setting of -9dB. In FIGURE 85:

MIA3-MIA0 Mono Input Attenuation:

0000 = 0dB, 0001-1111 = -9dB;

rw Read/Write. No function associated with these bits

res Reserved. Must write 0. Could read as 0 or 1; and

MIM Mono Input Mute. Controls the mute function on the mono input, MIN. The mono input provides mix for the "beeper" function in most personal computers. When MIM=0, MBY should be 0:

0 - no mute; and

1 - muted.

The following additional features may be eliminated in the alternate embodiments;

1) LINE_IN Analog Input and the associated volume control;

2) Differential Mic Analog Inputs and the opamps associated with this function;

3) ADC Digital Loopback Attenuator and the logic associated with ADC digital loopback attenuator.

Registers I13 and X10 now have no function and should be read/write accessible from the ISA bus. The loopback function is still available in Codec Extended Register X18 bit D0; and

4) ADC Input Master Gain Control including the analog 0 - 22dB gain block between input summer and ADC. The LAG3:0 and RAG3:0 now become don't cares

in the left and right ADC input control registers (codec register I0 and I1). Any value read or written to these registers results in no functional change in the device. The LSS1:0 and RSS1:0 bits function as before as they select analog loopback when =1,1. The LMGE and RMGE bits currently are disabled in MODE3.

The MIC Input may be modified as follows:

- 1) Change MIC input to mono only;
- 2) Delete MIC right channel gain block. Register X3 (Right MIC volume) accesses are now directed to X2 (Left MIC Volume). In this way software accesses to either register will result in the MIC volume being adjusted. The left MIC input should also feed both the left and right inputs to the Input Mixer. The RMIM (Right MIC mute to input mixer) should still function normally;
- 3) Modify output mixer so that left mic input is routed to both right and left line outputs. The RMOM (Right MIC Output Mixer Mute) should still operate as before; allowing independent mute/unmute of MIC input to left or right line outputs; and
- 4) Delete 20dB gain-boost amplifier from MIC right channel. Move remaining 20dB boost amplifier so that its output drives both the Input Mixer and Output Mixer. The RMBST (codec extended register X3), LMBST (codec extended register X2), LMGE (codec register I0), and RMGE (codec register I1) bits now all control enabling and disabling of the 20dB boost amplifier via a Logical OR function.

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In the alternate embodiments, The Master Volume registers are accessible by microcontroller 103 in SFR register space (codec registers I27A, I29A) or via ISA interface 101 through the Control Port at index I27/C27 and I29/C29. One register accessible at addresses pertaining to I27/I29, C27/C29, and I27A/I29A is all that is required. Left Master Volume is accessible at index registers I27 and C27 via the ISA bus and I27 and I27A via microcontroller 103. Right Master Volume accessible at index I29 and C29 via the ISA bus and I29 and I29A via microcontroller 103.

An external 3-button and 2-button mode of Up-Down-Mute control of master volume may be provided. This function is enabled by the VCEN bit in the EEPROM Hardware Configuration Data and in bit D2 (VCEN) of microcontroller 103 Address 0x34. External Master Volume 3-button/2-button is selected by bit D6 (VCF1) of the Control Indirect Register CI8 and microcontroller 103 Address 0x40.

A set of defined pins (Up, Down, Mute) may be used with external switches to control the overall audio level driven out the line outputs. Each change in button state, from high-to-low, will cause the master volume register to be incremented, decremented, or muted. If a button is held down then the increment/decrement will continue to occur at 500ms intervals. The master volume control hardware allows access to the master volume control registers by the ISA bus and microcontroller 103 simultaneously with volume updates initiated by external button activity. The hardware monitors ISA/microcontroller 103 access to the master volume

control registers and updates the registers between
ISA/microcontroller 103 cycles.

In both Sound Blaster mode and WSS mode, the user
may change the CODEC Master Volume via pins connected to
physical switches or buttons. There are currently 2
different "button schemes" which may be used. The user
selects 1 of the 2 schemes by setting the VCF1 and bit in
the Hardware Configuration Data, Global Configuration
Byte, contained in the EEPROM.

Master Volume Control Bits are added to the
Wavetable and Serial Control Indirect Register C18
indexed by Control Base + 3 and accessible at Control
Base + 4, as depicted in FIGURE 86. This register is also
read/write accessible by microcontroller 103 at address
0x40. The bitfield decodings are:

VCF1 Select Between 2-button and 3-button
external master volume control modes where
0=3 button, 1=2 button;

SBSP Sound Blaster Swap Playback - when this
bit is set to a zero, the current
ordering of samples for DMA playback are
swapped relative to the currently defined
format. This bit affects only 8-bit
playback in Sound Blaster mode;

SBSC Sound Blaster Swap Capture - when this bit
is set to a one the current ordering of
samples for DMA capture are swapped
relative to the current defined format.
This bit affects only 8-bit capture in
Sound Blaster mode;

WTEN Wavetable Enable - When this bit is set to
a one, the Serial Interface pins are

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enabled to support the wavetable digital interface. When this bit is a 0, the wavetable Serial Interface pins are tri-stated;

5 VCIE This bit enables an interrupt to be generated on a button push when this bit is set = 1;

 MCLKDIS When this bit is set to a one, and the wavetable serial interface is enabled by WTEN = 1, the MCLK pin to the wavetable is synchronously forced to zero. MCLK will remain a zero until MCLKDIS is set to zero. At this time, MCLK will synchronously be enabled; and

15 BRESET When this bit is set to a one the BRESET pin is forced to zero. This is to allow microcontroller 103 and host control of external devices connected to the BRESET pin.

20 The VCEN bit, shown in FIGURE 87, which is a diagram depicting miscellaneous control bits at microcontroller address 0x34, enables the control of the master volume via the external buttons.

25 To implement the 3-button volume control scheme, the Up, Down and Mute pins is connected to momentary SPST switches. This scheme is selected by setting VCF1 = 0 in the EEPROM configuration data. The 3-button functioning is summarized in TABLE 97.

TABLE 97

30

Up Button Push	+2dB volume increase
Up Button Hold	+2dB volume increase every 500ms (appx.)

Down Button Push	-2dB volume decrease
Down Button Hold	-2dB volume decrease every 500 ms (appx.)
Mute Button Push	Toggles Mute on or off
Mute Button Hold	No affect

Pushing the Up button or the Down button will un-mute the
Codec if it was muted with no volume change.

To implement the 2-button scheme, the Up and Down
pins connected to momentary SPST switches. The Mute pin
is not connected and is ignored. This scheme is selected
by setting VCF1 = 1 in the EEPROM configuration data.

The 2-button functioning is summarized in TABLE 98.

TABLE 98

Up Button Push	+2dB volume increase
Up Button Hold	+2dB volume increase every 500ms (appx.)
Down Button Push	-2dB volume decrease
Down Button Hold	-2dB volume decrease every 500 ms (appx.)
Up and Down Button Push	Toggles Mute on or off
Up and Down Button Hold	No affect

Pushing the Up button or the Down button will un-mute the
Codec if it was muted with no volume change.

In alternate embodiments, the External Master Volume
hardware control may support the generation of an
interrupt upon detection of a button push. The interrupt
is active high and is logically OR'd with the codec/SB

interrupt. An ISA accessible enable bit is used to enable the generation of this interrupt. The location of this External Master Volume Interrupt status is in Global Status Register (CTRLbase +7), IMV field, as shown in
5 FIGURE 88. IMV = 1 indicates that an interrupt has been generated in response to an external button push. The interrupt is enabled by bit D2 (VCIE) in Control Indirect Register CI8 and at microcontroller 103 Address 0x40.

10 In alternate embodiments, the Karaoke function may be eliminated from the mixer. Consequently, the ADC1/ADC0 bits (Hardware control register base+1) now become read/write with no associated function.

15 The Modem Logical Device may be eliminated by removing the modem base address low (microcontroller address 0x30), modem base address high (microcontroller address 0x31) and modem interrupt select (microcontroller address 0x35) registers.

Primary Test Mode 13 is the Clock-Off Detect mode.

20 The firmware functioning used in the alternate embodiments of the principles of the present invention can now be described. After initialization based on EEPROM data and other ROM constants, the Plug and Play mode is entered where microcontroller 103 monitors PnP hardware for PnP events and then services the PnP
25 commands through the PnP hardware.

30 When the PnP activity is over, signaled by the host as an activate command, the firmware continues initialization and then transitions into Sound Blaster emulation mode. This part of the code consists of a polling loop (Foreground Loop) and interrupt processing. The polling loop in general looks for status bits changed in the interrupt routines. The Microcontroller 103 is

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interrupted from the main loop for host activity like certain SB read/write, WSS/SB context switch, certain control port commands and by other events like MIDI data receive.

5 The Init code and PnP code refer to the hardware configuration data area in microcontroller external RAM from addresses from 0x4000 to 0x4012 and the PnP resource data area from addresses 0x4013 to 0x417F for configuration and PnP resource data. RAM locations from
10 0x4180 to 0x42FD in microcontroller external RAM are dedicated to patch space.

 The Firmware host command interface is accessed through ControlBase + 5 and 6. Commands are sent and data is read from ControlBase + 5. The RAM interface command
15 is terminated by a write of ControlBase + 6 (RAM END). These commands are summarized as follows:

 0xAAh - RAM POINTER LOAD: Begins the RAM/ ROM/
INTERNAL start address LOAD for Read/Write access.
 Command sequence is as follows:
20 Write to ControlBase + 5 - 0xAA;
 Write to ControlBase + 5 - 0xLL = low byte of the microcontroller 103 xData Address;
 Write to ControlBase + 5 - 0xHH = high byte of the microcontroller 103 xData Address;
25 R/W of ControlBase + 5 - Access data starting at address, auto increment;
 *** Access data starting at address, auto increment; and
 Write to ControlBase + 6 - RAM END, Terminates
30 command; and
 0x42h - HOLD: Puts microcontroller 103 in a tight loop, with no codec accesses;

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0x43h - GO: Causes an exit from HOLD loop and a
resumption of normal code operation;
0x57h - JUMP_TO_ROM: Forces code to jump to tight
loop in ROM and overwrites the patch table with
5 microcontroller 103 RET opcodes;
0x33h - SUSPEND: For power management, suspends
execution before powerdown. The state of
microcontroller 103 is saved and made available for
the HOST to read;
10 0xCCh - RESUME: For power management, resume
execution after power down (SUSPEND);
0x3Ch - microcontroller 103 POWER DOWN: Causes
microcontroller 103 to enter the IDLE state,
consuming less power. This IDLE state is exited
15 after any microcontroller 103 interrupt such as
SBRESET, SB mixer access, RAM load command, etc.;
0x58h - SET_READ_ROM_FLAG: Next RAM/ROM/INTERNAL
command will READ ROM. Execution of RAM_END clears
this state;
20 0x54h - SET_ACC_INT_FLAG: Next RAM/ROM/INTERNAL
command will READ/WRITE Internal RAM. Execution of
RAM_END clears this state;
0x5Ah - UPDATE_PNP: After Hardware header
information is written, causes Plug and Play and
25 other system variables to be synchronized. This
command is issued after resource data and hardware
configuration data are loaded by the host;
0x56h - DISABLE_CKD: Disable Crystal Key. The
Crystal key will be ignored after this command is
30 issued; and

0x55h - DISABLE_PNP: Disable Plug & Play Key. The Plug and Play key will be ignored after this command is issued;

0x59h - SW_RESET: Jump to location 0x0000 of the code (RESET VECTOR).

Control Port Command Delay Requirements. Certain delay periods are required when accessing commands and functions of the Firmware:

Delay between PnP or Crystal wait-for-key

command and any Control Port Command > 1mS;

Delay between UPDATE_PNP and any PnP activity > 1mS;

Delay After RESUME command >1mS; and

Delay after JUMP_TO_ROM command > 1mS.

A default ROM image of PnP data including default hardware header data, PnP serial ID and PnP resource data is copied from ROM to RAM at powerup, before the optional EEPROM is detected. This image in RAM is what is used for PnP resource data and hardware configuration data if no optional EEPROM is present and no host resource shoot has been done to overwrite this default image.

Below is the Default ROM PnP Image for the alternate embodiments of codec 100. The default image may be replaced at powerup by the EEPROM, or at initial time by the system BIOS. A total of 384 (decimal) bytes of resource data plus hardware header may be used. This byte count does not include the 0x55, 0xBB, and length fields.

; EEPROM Validation Bytes

; DB 055H, 0BBH ; EEPROM Validation Bytes:

CS4235/9

;

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```
;      DB      001H          ; EEPROM data length upper byte
;      DB      014H          ; lower byte, Listed Size = 276

;      Hardware Configuration Data
      DB      000H          ; ACDBase Addr. Mask Length = 1
5 bytes
      DB      003H          ; COMbase Addr. Mask Length = 4
bytes
      DB      080H          ; MCB: IHCD
      DB      080H          ; GCB1: IFM
10      DB      005H          ; Code Base Byte (family Byte) -
      Mahler Lite
      DB      020H          ; FM Data Select Control
      DB      004H          ; RESERVED
      DB      008H          ; RESERVED
15      DB      010H          ; RESERVED
      DB      080H          ; RESERVED
      DB      000H          ; RESERVED
      DB      000H          ; GCB2:

;      Hardware Mapping Data
20      DB      000H          ; 00=4/08=8 peripheral port
      size, XCTL0/XA2
      DB      048H          ; RESERVED
      DB      075H          ; IRQ selection A & B - B=7,
      A=5
25      DB      0B9H          ; IRQ selection C & D - D=11,
      C=9
      DB      0FCH          ; IRQ selection E & F - F=15,
      E=12
      DB      010H          ; DMA selection A & B - B=1,
30      A=0
```

DB 003H ; DMA C,IRQ G select. - G=0,
C=3

; PnP Resource Header - PnP ID for CS4236 IC, OEM ID =
42

5 DB 00EH, 063H, 042H, 036H,
OFFH,OFFH,OFFH,OFFH,0A9H ; CSC4236 FFFFFFFF

DB 00AH, 010H, 005H ; PnP version 1.0, Vendor
version 0.5

DB 082H, 00EH, 000H, 'Crystal Codec', 000H ;

10 ANSI ID

; LOGICAL DEVICE 0 (Windows Sound System & SBPro)

DB 015H, 00EH, 063H, 000H, 000H, 000H ; EISA ID:
CSC0000

DB 082H, 007H, 000H, 'WSS/SB', 000H ; ANSI ID

15 DB 031H, 000H ; DF Best Choice

DB 02AH, 002H, 028H ; DMA: 1 - WSS & SBPro

DB 02AH, 009H, 028H ; DMA: 0,3 - WSS & SBPro

capture

DB 022H, 020H, 000H ; IRQ: 5 Interrupt Select 0

20 DB 047H, 001H, 034H, 005H, 034H, 005H, 004H, 004H
; 16b WSSbase: 534

DB 047H, 001H, 088H, 003H, 088H, 003H, 008H, 004H
; 16b SYNbase: 388

DB 047H, 001H, 020H, 002H, 020H, 002H, 020H, 010H

25 ; 16b SBbase: 220

DB 031H, 001H ; DF Acceptable Choice 1

DB 02AH, 00AH, 028H ; DMA: 1,3 - WSS & SBPro

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DB 02AH, 00BH, 028H ; DMA: 0,1,3 - WSS & SBPro
capture

DB 022H, 0A0H, 09AH ; IRQ: 5,7,9,11,12,15

Interrupt Select 0

5 DB 047H, 001H, 034H, 005H, 0FCH, 00FH, 004H, 004H
; 16b WSSbase: 534-FFC

DB 047H, 001H, 088H, 003H, 088H, 003H, 008H, 004H
; 16b SYNbase: 388

10 DB 047H, 001H, 020H, 002H, 060H, 002H, 020H, 010H
; 16b SBbase: 220-260

DB 031H, 002H ; DF Suboptimal Choice 1

DB 02AH, 00BH, 028H ; DMA: 0,1,3 - WSS & SBPro

DB 022H, 0A0H, 09AH ; IRQ: 5,7,9,11,12,15

Interrupt Select 0

15 DB 047H, 001H, 034H, 005H, 0FCH, 00FH, 004H, 004H
; 16b WSSbase: 534-FFC

DB 047H, 001H, 088H, 003H, 0F08, 003H, 008H, 004H
; 16b SYNbase: 388-3F8

20 DB 047H, 001H, 020H, 002H, 000H, 003H, 020H, 010H
; 16b SBbase: 220-300

DB 038H ; End of DF for Logical
Device 0

; LOGICAL DEVICE 1 (Game Port)

25 DB 015H, 00EH, 063H, 000H, 001H, 000H ; EISA ID:
CSC0001

DB 082H, 005H, 000H, 'GAME', 000H ; ANSI ID

DB 031H, 000H ; DF Best Choice

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DB 047H, 001H, 000H, 002H, 000H, 002H, 008H, 008H
; 16b GAMEbase: 200

DB 031H, 001H ; DF Acceptable Choice 1
DB 047H, 001H, 008H, 002H, 008H, 002H, 008H, 008H
5 ; 16b GAMEbase: 208

DB 038H ; End of DF for Logical
Device 1

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; LOGICAL DEVICE 2 (Control)
DB 015H, 00EH, 063H, 000H, 010H, 000H ; EISA ID:
10 CSC0010

DB 082H, 005H, 000H, 'CTRL', 000H ; ANSI ID
DB 047H, 001H, 020H, 001H, 0F8H, 00FH, 008H, 008H
; 16b CTRLbase: 120-FF8

; LOGICAL DEVICE 3 (MPU-401)
15 DB 015H, 00EH, 063H, 000H, 003H, 000H ; EISA ID:
CSC0003

DB 082H, 004H, 000H, 'MPU', 000H ; ANSI ID
DB 031H, 000H ; DF Best Choice
DB 022H, 000H, 002H ; IRQ: 9 Interrupt Select 0
20 DB 047H, 001H, 030H, 003H, 030H, 003H, 008H, 002H
; 16b MPUBase: 330

DB 031H, 001H ; DF Acceptable Choice 1
DB 022H, 000H, 09AH ; IRQ: 9,11,12,15 Interrupt
Select 0

DB 047H, 001H, 030H, 003H, 060H, 003H, 008H, 002H
; 16b MPUbase: 330-360

DB 031H, 002H ; DF Suboptimal Choice 1

5 DB 047H, 001H, 030H, 003H, 0E0H, 003H, 008H, 002H
; 16b MPUbase: 330-3E0

DB 038H ; End of DF for Logical
Device 3

DB 079H, 09AH ; End of Resource Data,
Resource Size = 280

10 To facilitate segregation of EEPROM based code
shoots among the various pin compatible devices and to
promote backward compatibility with host code of other
embodiments of codec 100, a 'Family Byte' is defined.
The family byte is located in EEPROM Hardware
15 configuration byte 9 and RAM location 0x4004. The EEPROM
byte is copied to RAM at powerup. There are two
different Family Byte values; one for EEPROM load and one
for Code Load.

20 If the Family Byte in the EEPROM does not match the
expected EEPROM value, the EEPROM FIRMWARE RAM patch will
be ignored. The resource data, however, will be loaded
normally. The EEPROM byte is compared to a stored ROM
value for a given ROM release. If the bytes do not match
during EEPROM load, the load is terminated at 0x417F,
25 after the resource data. This byte allows the firmware
to ignore patch code intended for a different ROM release
when the EEPROM has not been updated.

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If the Family Byte in RAM does not match the expected code load value during a code load, the RAM firmware will not be overwritten. The BIOS and driver code must write the family byte before updating firmware.

5 The ROM firmware code is written so that the RAM is entered at selected strategic points in the code. The CALLing points, scattered throughout the ROM, call RAM and return if no patches are loaded. Initialization code fills all these called locations with a RET (0x22)
10 instruction. mRAMx macros are used to conveniently call these RAM entry points where 'x' refers to the particular entry point.

 The following is an example of an mRAMx macro.
 These macros are placed in the code source to allow RAM
15 based code changes.
 mRAM2 MACRO
 MOV R7, #RAMCOUNT2 ; Token passed to
 RAM
 CALL RAM_ENTRY2

20 RAMCOUNT2 SET RAMCOUNT2 +1 ; Add 1 to token
 Multiple CALLs can be made to the same mRAM entry point as each use of the particular mRAMx has a unique value in R7.

25 If patches have not been loaded, the mRAMx entry table will contain a 0x22 (microcontroller 103 RET instruction). After a patch is loaded via the EEPROM or Host, the mRAMx entry table will contain jumps to code loaded into the patch RAM. Upon a RESET, SW RESET command, or JUMP_TO_ROM command, the mRAMx entry table
30 will be filled with a RET opcode (0x22) again. The JUMP_TO_ROM command is used before loading RAM via the

control port to insure code is not loaded over code that is currently executing from RAM (from a previous load). The RAM entry point memory map is as follows:

	42FF	REVISION BYTE
5	42FE	FEATURE BYTE
	42FC	mRAM1 ENTRY
	42FA	mRAM2 ENTRY
	42F8	mRAM3 ENTRY
	42F6	mRAM4 ENTRY
10	42F4	mRAM5 ENTRY
	42F2	mRAM6 ENTRY
	42F0	mRAM7 ENTRY
	42EE	mRAM8 ENTRY
	42EC	mRAM9 ENTRY
15	4180 - 43E0	PATCH AREA
	400C - 417F	TOP OF RESOURCE DATA
	4000 - 400B	HARDWARE CONFIG DATA
	;*****	

In alternate embodiments, the vendor defined registers may be redefined. These registers are accessed only in Plug and Play Configuration State and may be defined as follows:

- 1) Register 0x28, write only register, write a byte to this register will disable/enable PnP and Crystal keys;
Register 0x28 Definition and Access Rules are as follows:

Enter codec 100 into config_state either through PnP cycle or Crystal Key 2;

Write an 0x28 to the ADDRESS port (this ADDRESS port can be either PnP ADDRESS port or the one decided by HWSTRAP and FSYNC); and

Write a byte which has the key disable information (i.e. 0xA0 presents PnP key disable, 0xB0 presents Crystal Key disable, etc.) to the WRITE_DATA port (again, this WRITE_DATA port can be either the PnP WRITE_DATA port or the one assigned by Crystal Key 2).

- 2) Register 0x29, read-only register, a read to this register will obtain the port ID. Register 0x29 Definition and Access Rules are as follows:

Put chip into config_state either through PnP cycle or Crystal Key 2;

Write an 0x29 to the ADDRESS port (this ADDRESS port can be either PnP ADDRESS port or the one decided by HWSTRAP and FSYNC); and

Read the ID byte from READ_DATA port (again, this READ_DATA port can be either the PnP READ_DATA port or the one assigned by Crystal Key 2).

A 7th interrupt IRQ labeled G is supported. This IRQ which reflects host PC resource, is defined in the high byte of the 19th byte in resource head data, exclusive of EEPROM length and validation bytes. It is recommended that if this IRQ output is used, it is mapped as IRQ 10. The IRQ mapping defaults to 0 (disabled) for backward compatibility.

Microcontroller 103 int0 will not be enabled until after power-on initialization, transferring resource from

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microcontroller 103 ROM (or EEPROM) to its RAM, and the device be put in PnP wait_for_key state.

Crystal Key 2 will directly put codec 100 into PnP config_state without first being isolated. In this state, the codec 100 will be ready to process any PnP commands as long as they are valid in PnP config_state. After Crystal Key 2 configuration, a wait_for_key reset command is expected to put the device back to normal (wait_for_key) state.

The 0x2090 to 0x400C address translation code for Windows 3.1 driver compatibility is not included in the Firmware ROM. Control Port RAM writes with a start address of 0x2090 will not be written to RAM at 0x41C0. RAM writes outside the RAM memory map range.

Control Port RAM data reads or writes to addresses in the range of 0x00 to 0x004? will read or write to the hardware registers in the microcontroller xData space. This read or write of the hardware registers through the Control Port RAM interface is referred to as the 'Back Door' method.

Port P1 is set to 0xFF (output drivers OFF) after the EEPROM code executes. When port P1 is used as an input for the IRQ vector, there will no longer be hardware contention.

Whenever the firmware is not holding the ISA bus (via IOCHRDY control) it uses Request/Grant to perform SFR codec register access. This is accomplished by two firmware routines: SetREQandWaitForGRANT and ClearREQ. The SetREQandWaitForGRANT routine will Set the REQUEST bit in Port 3 and then poll for the GRANT bit. The routine will return to the caller when the GRANT bit becomes true. When the GRANT bit is true,

microcontroller is free to access SFR codec registers without fear of ISA bus contention. The ClearREQ routine should be called after all SFR access is complete. It will clear the REQUEST bit in Port 3 allowing ISA bus activity to proceed.

The Suspend/Resume feature is used by host APM code (either driver or BIOS) to obtain the state of microcontroller's internal RAM and one SFR (special function register), TCON. When the host issues a Suspend command, microcontroller interrupt is interrupted on INT1. The ISR that runs in this case simply sets a bit (bit 1 of dSuspResmByte) and returns with all microcontroller interrupts disabled. The code returns with microcontroller interrupts disabled so microcontroller state does not change during the suspend processing. When the control returns all the way to the main foreground loop, this bit is checked. If the bit is active, then the internal RAM is copied into external RAM (XRAM). Specifically, internal RAM location x is copied into XRAM location (4000H + 0B8H - x) where x goes from 008H to 0B8H. The TCON register is copied to XRAM location 40B1H. This, of course, means that the contents of XRAM locations 4000H - 40B1H must be saved before issuing the Suspend command. After the internal RAM is copied, microcontroller interrupts are restored to their state before the Suspend command and microcontroller processing continues as usual. At this time, the XRAM locations into which the microcontroller copied the internal RAM, must be restored. Note that there is no microcontroller idling or powering-down "built into" the Suspend command.

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The Resume command is the inverse of the Suspend command. Host APM code should use the following steps to restore the internal state of microcontroller:

1. Save XRAM locations 4000H - 40B1H;
2. Write microcontroller 103 internal state saved during Suspend to XRAM locations 4000H-40B1H;
3. Issue a Resume command; and
4. Restore XRAM locations 4000H - 40B1H with the data saved in 1.

Similar to the suspend case, the ISR that runs in the resume case sets a bit (bit 0 of dSuspResmByte) and returns with all microcontroller 103 interrupts disabled. Microcontroller 103 foreground code then copies the data that the host has already written into XRAM into internal RAM.

Note that the method described above advantageously relieves microcontroller 103 from having to save/restore its stack since the copying of the state is not done until there is nothing on the stack. In other words, there is nothing on the stack when the suspend and resume flags (set in the respective ISR's) are checked.

FIGURE 89 is a diagram of the bitfields of Global Configuration Byte 2 at EEPROM Byte 16, (default= 00000000). This byte is a reserved byte in the preferred embodiment. The entire byte is copied to 0x400B on powerup and to X18. The bitfields are defined as follows:

AUX1R - AUX1 Remap - Switches control of the AUX1 volume control registers from I2/I3 to I18/I19 when
set = 1;

3DEN - When this bit is set to 1, the 3D Audio is enabled and will process any stereo signal output from the Output Mixer;

5 DSSSEL1 - This bit selects the source of digital data for the Delta Sigma DAC (DAC 1). DSSSEL1 = 0 for playback FIFO, DSSSEL1 = 1 for accelerator 139/DSP serial interface;

10 ZVEN - ZV port Enable - This bit select enables the ZV Port interface. ZVEN = 0 for disabled, ZVEN = 1 for enabled. When ZVEN = 1, then the external wavetable/Firmware input into DAC2 is disabled; and Reserved - These bits are reserved for future use and should be set to zero.

15 FIGURE 90 is a diagram of the bitfields of DMA C, IRQ G select at EEPROM Byte. This byte in the preferred embodiment was only the DMA C select byte. In the alternate embodiments, this byte additionally defines the IRQ G mapping to PC IRQ number. This byte is copied to 0x4012 on powerup. The bitfields are defined as:

20 DMAC[3..0] - DMA C select - This value determines which HOST PC DMA number the hardware pins for this DMA channel are connected to; and
IRQG[3..0] - IRQ G select - This value determines which HOST PC IRQ number the hardware pins for this
25 IRQ channel are connected to.

The EEPROM TIMING in the alternate embodiments conforms to the following:

	Symbol	Min (time in uS)
	=====	=====
30	tHD:STA	4.0
	tLSCL	4.7
	tHSCL	4.0

tSU:STA	4.7
tHD:DAT	0
tSU:DAT	0.250
tSU:STO	4.7

5 1

 Although the invention has been described with
reference to a specific embodiments, these descriptions
are not meant to be construed in a limiting sense.
Various modifications of the disclosed embodiments, as
10 well as alternative embodiments of the invention will
become apparent to persons skilled in the art upon
reference to the description of the invention. It is
therefore, contemplated that the claims will cover any
such modifications or embodiments that fall within the
15 true scope of the invention.

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